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The World's mag

JULY 1992
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EURO FOOTBALL CHAMP
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BUG BOMBER
Creepy crawlie killer?
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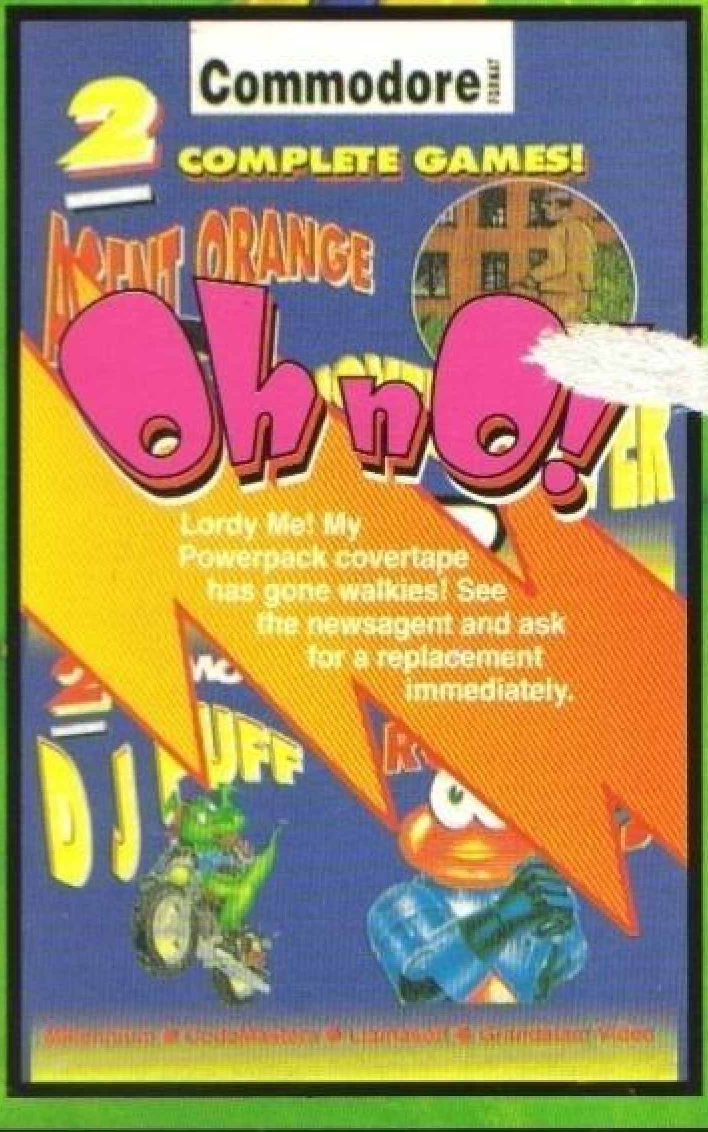
COD ALMIGHTY!

Robocod splashes down on the C64! Can the console classic cut it on the Commodore? Get in the swim on p.16

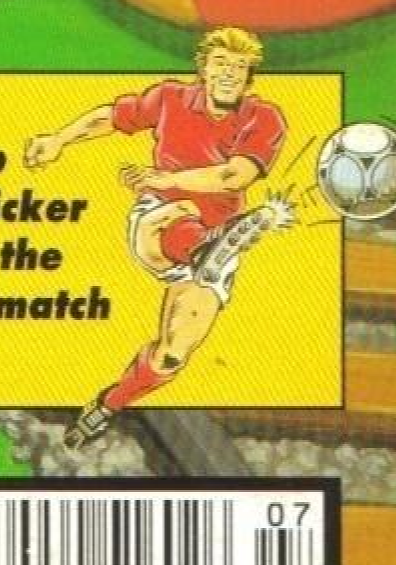


Oh nO!

Lordy Me! My Powerpack covertape has gone walkies! See the newsagent and ask for a replacement immediately.

Tape to disk
Get your Powerpack on disk! See p.7 Now!

FOOTBALL SPECIAL



Euro Football Champ Domark's coin-op kicker comes to town. Has the lad done well? The match report's on p.64!

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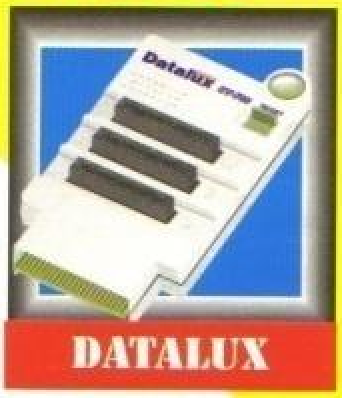

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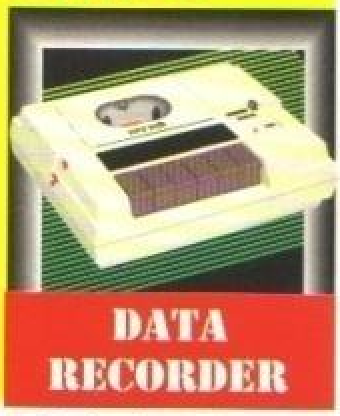

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ARVI b

GAMES

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64 EURO FOOTBALL CHAMP
DOMARK

CF SPECIAL

39 MODEMS
Do the words BBS and Baud mean anything to you? If not then you could be missing out on a whole world of computer contacts. Link up with a *CF* special on modems on p.39.

52 WHERE ARE THEY NOW?
When the C64 was knee-high to VIC20 there was a whole bunch of coders who made the machine famous, but where are they now? Gary Penn pulls on his rose-tinted specs and looks back down memory lane on p.52.

62 THE BIG MATCH
Oi Ref! Check out the classified results of our all-encompassing footie special. We name the good, the bad and the outright ugly. And there's a chance to win some spiffy Bristol City goodies too on p.62.

REGULARS

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Load up on covertape info.

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Cool Croc Twins looks *how* good?

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A re-entry at No.13.

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More goodies that a person can eat.

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66 NEXT MONTH
So what's in *CF23* then?

Sun, sand and 64s? Then sit in the sh

POWER

FISHERMAN'S TALE

Summertime and the living is easy, fish are jumping and the scores are high. Well they are if you happen to be *Robocod*, because the all-conquering underwater agent has finally made his way to the C64. And was it worth the wait - you bet. *Robocod* is an important game for the C64 and it looks like Millennium - the folk who took the risk - have gambled well.

Technically it's second to none, with some of the smoothest scrolling we've ever seen. And as a game it retains the tongue-in-cheek humour that made the original such a stunner. But you can judge the technical quality for yourself with the Powerpack demo and by checking out our massive three-page review!

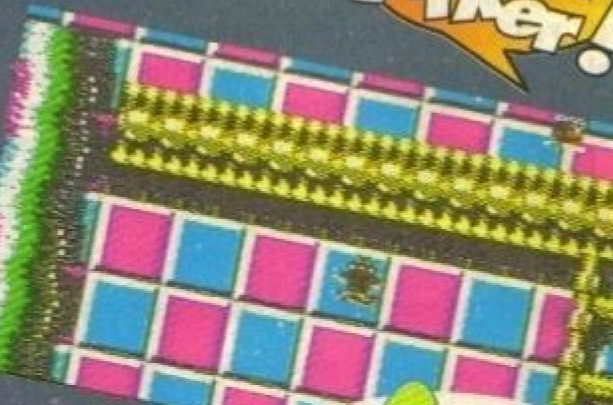
CF isn't all Cod though, there's much more in this summery special type July issue. To celebrate the launch of Domark's *Euro Footie Champ* and England's (fingers crossed) triumph in the European Championships, we've got a spiffy round-up of all the footie games ever seen on the C64. Then there's all the usual 'packed to the staples' reviews pages. Andy Roberts has been slaving away over *Rainbow Islands* and weighs in with the second stunning instalment of his complete guide. For the more technically inclined, there's a special look at modems, the usual fact-packed Inside Info and all the regular *CF* features.

Have Fun

16 JAMES POND: CODE-NAME ROBOCOD

MILLENNIUM

It's a Corker!



They said it couldn't be done, they said it was impossible, but they were totally and utterly wrong! *Robocod* is here and it's brilliant! Are you ready for some of the biggest game screens and smoothest scrolling ever seen? Are you ready for some serious console-style action? Are you ready for some stupendous silliness? Then rendezvous with the underwater agent on p.16 (knock twice and use the password 'the ocelot flies south in summer').

39 MODEMS

Briiiiing, briiiiiing. Hello? Oh you want to know what modems do, where they come from and what services you can get. Ah, well then you'll want to log on to the *Commodore Format* Bulletin Board, that is, p.39. Yes, our techie feature this month focuses on what you can do with a C64, a telephone, some specialist software and a modem - without involving the police! If you want your machine to understand words like "Wxz24BV 56#ujhewhir∫Δ≈πkqpdjc" connect up, immediately!

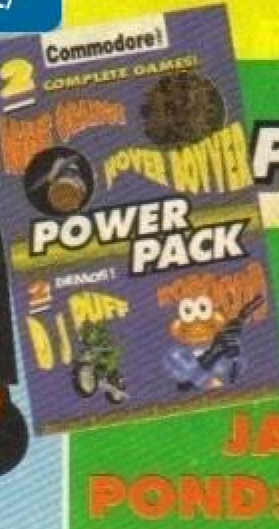
FOOTBALL SPECIAL

62

And the young lad, who was playing fourth division football only days ago, has scored a blinder for Rovers! All those games that have tried to make football happen on the C64 are rated in league style. We drag out the dogs and gods of computer footie and compare them. Check the latest scores on p.62.

de and see what's been...

TESTED!



36 DJ PUFF'S VOLCANIC CAPER

Did dragons ever really exist? Well not like this they didn't! CodeMasters push back the reality boundaries with their tale of a cute dragon, his missing CD collection and the Thought Police. Regardless of the trimmings though, *DJ Puff* looks like being one of the best arcade platformers that the Codies have ever produced. DJ Puff likes to rave, but will you rave about *DJ Puff*? For the full story take the A46 to p.36 and turn left when you see the sign saying 'party'.

32 DYLAN DOG

SIMULMONDO

What have Spiderman, Superman, Dennis the Menace, the Pathetic Sharks and Dylan Dog got in common. Well - believe it or not - all of them are comic book superstars. Dylan Dog (apparently) rules the roost in Italy and now he's trying to make the break into the UK. Can an overseas detective cut it among the tights and superpower crowd? Can anyone with the name Dylan Dog ever be taken seriously? What's the game like? For the full solution to this Italian mystery inspect the clues on p.32

52 Old coders never die... they only fade away

Or, Game Dropping for beginners. An encyclopaedic overview of who was who and what they did in the early days of C64 has been compiled by veteran games ace Gary Penn. So if you have trouble remembering who wrote *Kettle* or which games Paul Woakes worked on, why we still talk about them in hushed tones, or what they're doing now, now's your chance! If you want to wander down memory lane or just wonder why, get stuck in to p.52

64 EURO FOOTBALL CHAMP DOMARK

The coin-op crowd pleaser kicks off on the Commodore. Does it kick out *Kick Off*? The arcade machine mixed skilful play and smart scrapping, can the conversion carry this off or is it just another kickabout. *CF* have been looking forward to this one in a big way. For our match report turn to p.64, turnstile D - ticket holders only!

POWER PACK 22

JAMES POND: CODENAME ROBOCOD

DEMO

US Gold

Underwater agent extraordinaire, James Pond is here in a two-part mega-demo. Part one shows the full game's title sequence, complete with the first ever in-game ad, and part two gives you a chance to sample this smooth moving, super cute adventure in silliness. Can you find how to access the secret room? We can't! It's in there somewhere so get searching.

DJ PUFF'S VOLCANIC CAPER

DEMO

CodeMasters

"Are you calling my dragon a puff?" No, his name's Puff, DJ Puff, and he's about to erupt on to the Powerpack in this latest platform cracker from those Code-type-Masters. Jump over the spikes, burn those enemies with your firey breath, and then hide. It's as cute as a very cute thing and as playable as one too! You'll lava it!

HOVER BOVVER

FULL GAME

Llamasoft

It's a lot more bovver with a hover!
Nick your neighbour's lawn-mower, cut swathes through flower-beds and set your faithful hound Rover on to the gardener - in the game! Morally reprehensible but great fun. Jeff Minter's classic brings mayhem to suburbia. If you've ever wondered why people take gardening so seriously then load it up and become a lawn-mower man with *Hover Bovver*.

AGENT ORANGE

FULL GAME

Grandslam Video

Visit strange new worlds, meet interesting aliens, inspect their agriculture, then blast it all to smithereens in a hail of laser death. Go green - in an aggressive kind of way - with *Agent Orange*. It's a strange mix of shoot-'em-up and management, but it's curiously fun! Turn your trigger fingers green.

22 tape to disk

Get a disk version of *CF22's* Powerpack? Ning to p.8 for the full details of our brilliant tape-to-disk transfer offer, NOW!

QUICK START

FULL GAMES

HOVER BOVVER

Joystick in port 1 (and 2). Mow the grass in each garden, but keep away ffom your neighbour. Press fire to send your dog into attack mode and avoid the flowers or you'll upset the gardener!

AGENT ORANGE

Joystick in Port 1. Spray eight alien planets with the weedkiller *Agent Orange* to free them from a fate worse than broccoli! To prosper, shoot the enemy ships and collect the crops. Trade your crops for cash between levels.

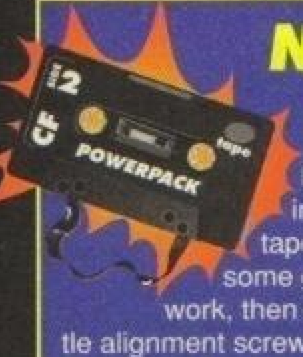
DEMOS

JAMES POND II:
CODENAME ROBOCOD

Two part demo. Part one is an animated intro. For part two put the joystick in port 2. Leap around, collect the goodies, bash your head on blocks for bonuses and avoid the bully Bertie! To stretch, press fire and just watch Cap'n cod go!

DJ PUFF'S VOLCANIC CAPER

Joystick in Port 2. Run around the platform and avoid the nasty spiky bits and distinctly nasty bad guys. To shoot a single shot press fire, and for a jet of dragon-breath fire keep the joystick pulled down.



NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape heads? Try loading some games you know work, then adjusting the fiddly little alignment screw (you know, the one next to the flange widget!). Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

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ALL these games and demos are loaded using the normal

POWER PACK 22

Fish isn't just for Fridays, you don't have to mow the lawn on Sundays, go partying on Saturdays or spray entire planets with weedkiller on Thursdays! Now you can do all four, whenever you want, thanks to the all new, all shiny, packed to the spools, CF22 Powerpack!

JAMES POND II: CODENAME ROBOCOD

DEMO

US Gold
Joystick in port 2

A double bill demo, *Robocod* hits you first with an animated intro that spuriously links a certain brand of antarctic sea-bird chocky biccies to a classic platform romp. Press fire once to watch the intro, listen to the brilliant pastiche of the *Robocop* music, ignore the obvious plug and press fire again to load the playable demo.

James Pond II: Codename Robocod is on an urgent mission to save the Penguins™ from the evil Doctor Maybe, who has kidnapped them for reasons of plot. Unfortunately, Dr Maybe is as mad as a small village in Hampshire with all the lights on, and he guards his domain with huge Bertie Bassett™ monsters who Cod is unable to kill.

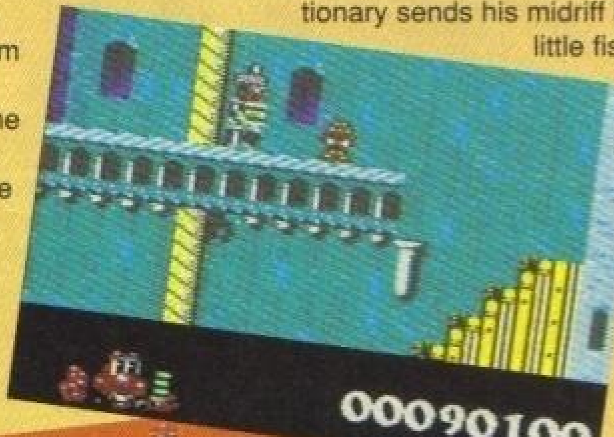
The demo is set on the level that links the various parts of Maybe's mad domain. In the game, Cod will be able to enter the large purple doors that lead to a set of levels. Here, he only roams the outside of the castle, but that's plenty to see. The playing area is huge, packed with bonuses and a secret room.

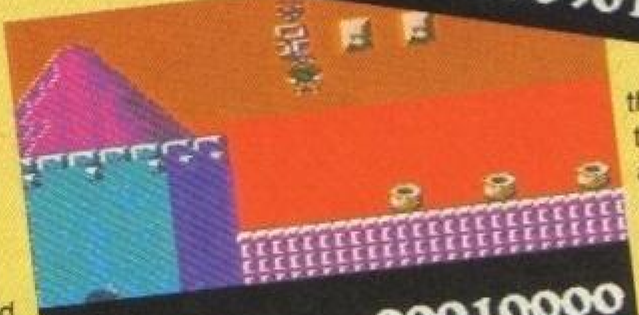
Cod can run and leap as any normal fish can (*pardon - Ed?*), but you have to be careful when he lands because the ice is slippery. When jumping he can pull his tail up (pull down on the 'stick after the jump) and bash bad guys on the bonce with his butt. And as a hard-headed secret agent, Robo can leap under the '!' blocks to release bonuses without fear of concussion.

His special talent though lies in his Acme Expandosuit™. Pressing fire while he's stationary sends his midriff in to grow mode and little fish becomes a fisherman's dream, getting taller every second the fire button is held down. To reverse the process let go and down tumbles the rumblefish. This is useful for grabbing bonuses hidden high up the screen and for scouting out an area.

A word of warning though, don't just grab everything that pops out of a block as Dr Maybe has trapped some blocks with bottles of poison, which can kill an impetuous fish with a single sip. So don't go swigging on that bottle marked with the rather subtle death's head motif. You won't like it™ !

If this isn't enough to send you into piggy-bank smashing mode, then turn to page 16 and check out the full, exclusive review.





Will you ever eat fish-fingers again? Probably not, you'll be too busy playing *Robocod*!

It's a Corker!

HOVER BOVVER

FULL GAME

Llamasoft

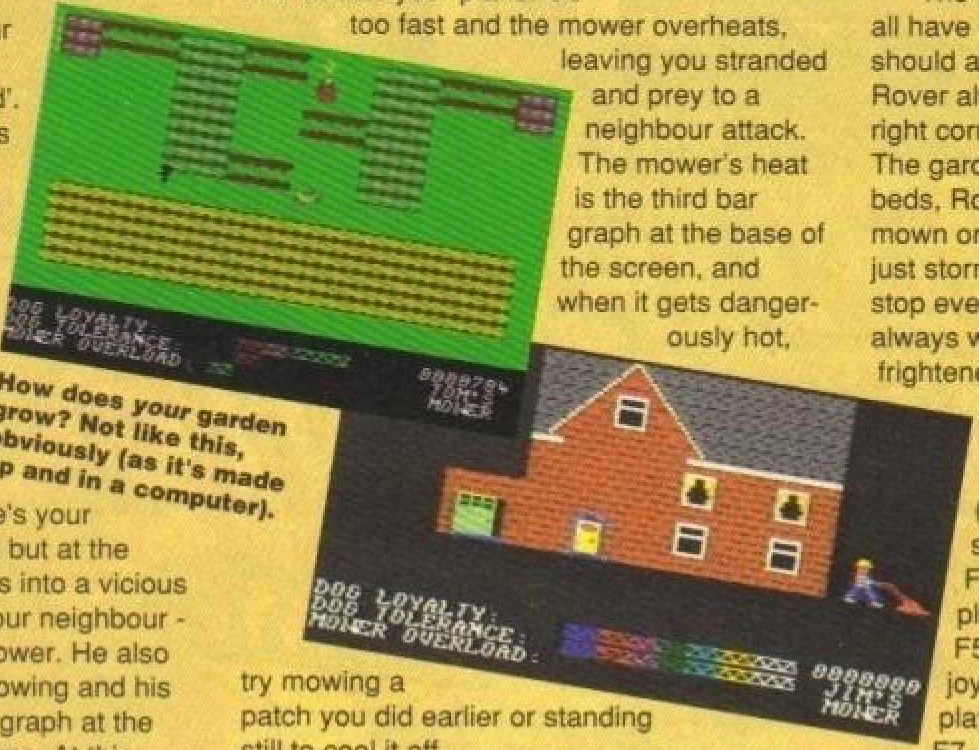
Joystick in port 1(and 2).

Oh, one man went to mow, went to mow a garden, one man and his dog, Rover, went to mow a garden. That's about it for the plot of *Hover Bovver*. You're a mad keen garden man who is too tight-fisted to buy a mower of your own. The solution you come up with is novel, annoying and probably illegal: 'borrow' mowers from your three neighbours without asking.

With you at all times is your dog Rover and the neighbour whose mower you've 'liberated'. Your aim is to mow 16 gardens in succession, without getting caught by your neighbour who is trying to get their machine back. Each square of lawn is worth a set amount of points and so the more you mow the greater your score.

There are a number of complications though to make your lazy summer afternoon fraught. Firstly, there's your dog. Now Rover is a good dog but at the press of the fire button he turns into a vicious snarling animal who attacks your neighbour - stopping him reclaiming his mower. He also doesn't like the noise of the mowing and his tolerance level (seen as a bar graph at the bottom of the screen) soon drops. At this point he will start to track you. Rover's loyalty also wanes the more he's sent attacking. His loyalty is shown as a bar graph, too, and when it reads nil he becomes uncontrollable and offers no protection.

The speed of mowing also affects your plans. Go too fast and the mower overheats, leaving you stranded and prey to a neighbour attack. The mower's heat is the third bar graph at the base of the screen, and when it gets dangerously hot, try mowing a patch you did earlier or standing still to cool it off.



How does your garden grow? Not like this, obviously (as it's made up and in a computer).

There's another problem you have to contend with, the fearsome gardener. Now, each lawn has flower beds, and mowing them calls the big G in. He acts much like the neighbour, and he's not worth winding up unless you have to.

The dog, neighbour and gardener all have certain traits and these should affect the way you play. Rover always starts in the upper right corner; the neighbour the top left. The gardener won't walk over flower beds, Rover will only tread on mown ones and your neighbour just storms across them. Hedges stop everybody. The neighbour is always wary of Rover; the gardener is frightened of him when he barks.

On the title screen you select these options:

F1 - chooses which lawn 1-8 (from a total of 16) you will start on.

F3 - sets the number of players (one or two).

F5 - sets the number of joysticks (player one in solo play must use port one).

F7 - starts the game.

Pressing the 'Commodore' key and 'P' pauses the game. Pressing P restarts it.

AGENT ORANGE

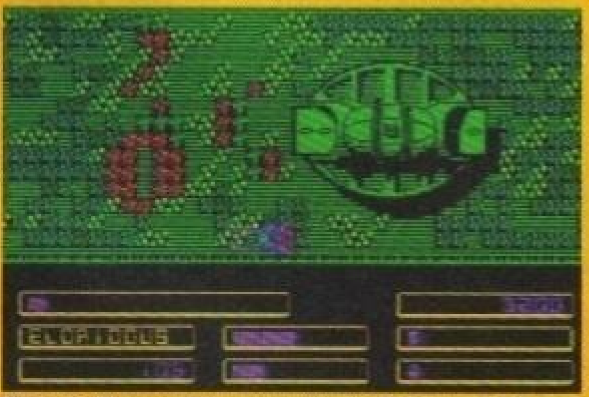
FULL GAME

Grandslam Video

Joystick in port 1

Farming. Now this may not sound that exciting, but when it has to be done on eight planets while fighting aliens then you know it's not all manure!

Agent Orange isn't just a shoot-'em-up, but a tactical management game too! Launched from a mothership you have to fly over the surface of a planet and sow seeds that will become harvestable crops. Alien spaceships are trying to do the same, and unfortunately their crops can kill yours and even stop you sowing altogether, so they have to be dealt with pretty sharpish.



This is how other planets look in real life - if they really looked like this, that is!

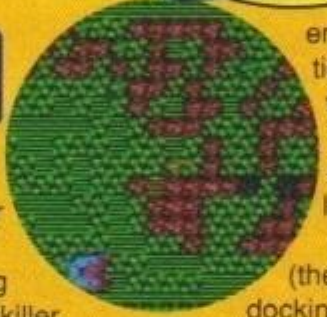
Once you've got some crops in the ground, you then have to start farming. All the crops follow the rules of *Life* (a random progression system, which inspired a cracking early computer game), and you can give your plants breathing space by lowering your ship and using the only weedkiller that will stop the alien crops progression - laser fire! Then once a good crop has built up you have to harvest the crop, ning back to the mothership and sell the goodies to buy more seeds, travel to another world or buy a better ship.

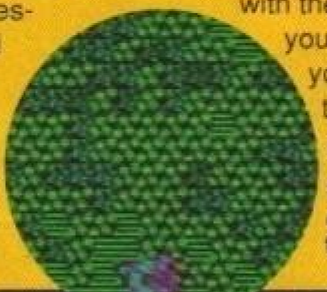
When you launch out for the first time you'll have a bunch of seed pods on your ship. Flying along with the fire button pressed drops them. Any that fall on open ground will immediately start to grow. Your job is to shepherd them until they grow into self-sufficient fields. This may require blasting away alien plants (stay still and keep fire pressed to hover and blast them to bits). All the time you have to keep an eye out for enemy ships who not only try to kill you but also plant crops of their own.

Any enemies you shoot leave pods behind, which you can collect and use.

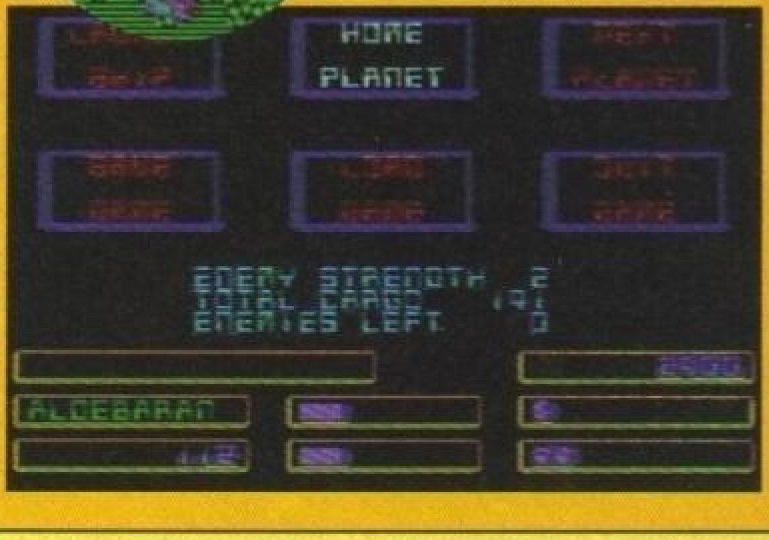
To harvest a crop, encourage it to grow in a set direction or just collect it, fly over it. It will automatically be collected. Then head back to your mothership and land safely on the left-hand platform.

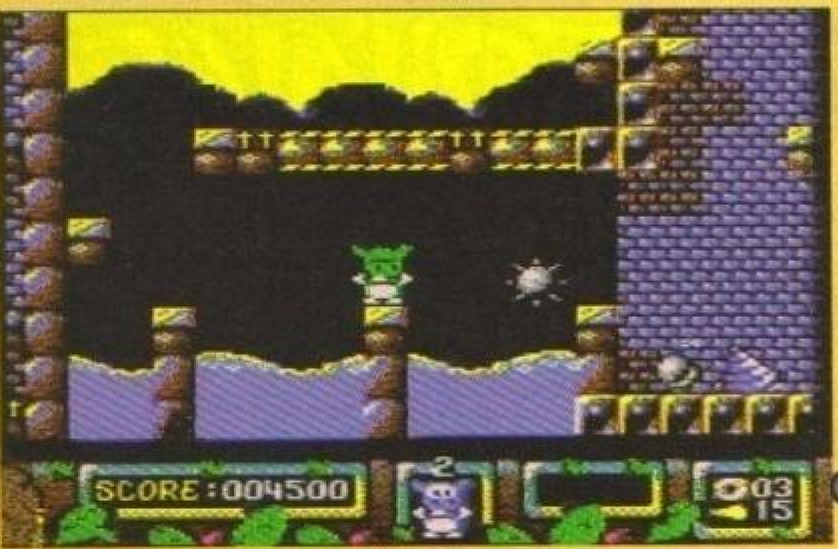
Once back in the mothership (there are two ways to get there, docking or dying) you'll be presented with the options screen, which allows you to trade goods for ships (if you've collected enough), in order to re-launch or visit another planet and try there.



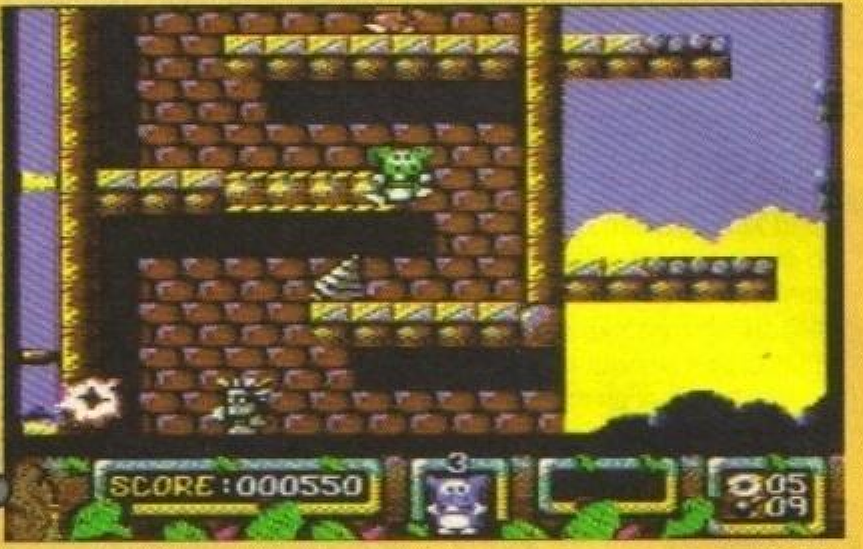


Pictures courtesy of NASA™, *John Craven's Newsround* and the bloke with the camera.





But what you didn't know is that Puff has got an identical cousin, also called Puff (who never appears).



And the aliens seen in *DJ Puff* are modelled on real aliens captured by the CIA back in 1952.

DJ PUFF'S VOLCANIC CAPER DEMO

CodeMasters

Joystick in port 2.

NOTE: the tape will not automatically stop when *DJ Puff* has loaded. So make sure that you press STOP on your tape deck the moment the title screen appears if you want to play *Agent Orange* afterwards.

DJ Puff is your everyday, run of the mill, hip 'n' trendy mythological creature. This means he has deadly spit, can breath fire, he can glide if not exactly fly and he collects CDs.

Now his pop-tastic record collection has been confiscated by the evil 'happy police' and DJ Puff is out to get them back. Cue mucho leaping around platforms. These aren't your ordinary platforms though, but rather some of the best that CodeMasters have assembled for a long, long while.

DJ just has to kill all the enemies, pick up the bonuses they leave behind and try to avoid the nasty spiky platforms placed right where they'll bring tears to your eyes. Running and jumping use the normal joystick controls and pressing fire launches a bullet from his mouth. Pulling down launches either a jet of baddie-searing flame or a special weapon, depending on what Puff has been collecting.

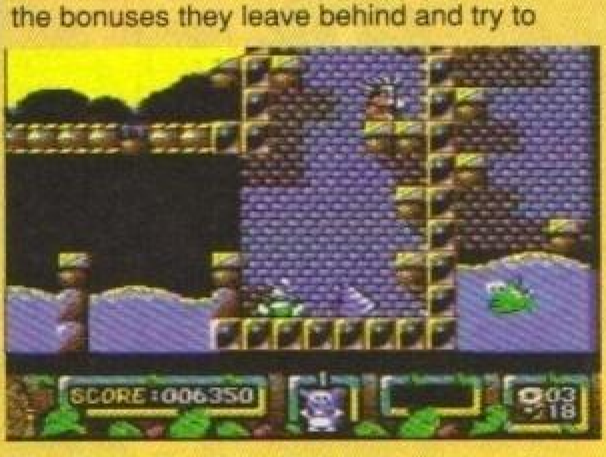
It's not just the nastiness of the platforms that makes this one such a doozie, but the mix of smart, solid and rather cutesy graphics, and the brilliantly twee tune. And if it whets your appetite for more, check out the review on p.36!

IAN CYCLOPEDIA EXAMINES DRAGONS, VOLCANOES AND DJS

DJ, as anyone who listens to the radio will know, stands for Dinner Jacket. These used to be worn by radio announcers in the pre-war years. They crackled very loudly, which made people think that radio was still quite primitive when in fact it had perfect quality.

Volcanoes are big red holes in the ground. They can be seen as acne on the face of the planet, and occasionally they burst, showering horrible nastiness over the people who stupidly decided to live in the valley below.

Interestingly, dragons, on the other hand, are completely fictitious. They don't exist. They're totally made up. They're all in the mind. Completely fabricated. A myth. A legend. A total fib. That is, unless you know better...



Why there should be fish in this screen is a mystery. We rang CodeMasters to get an answer but they were all out.

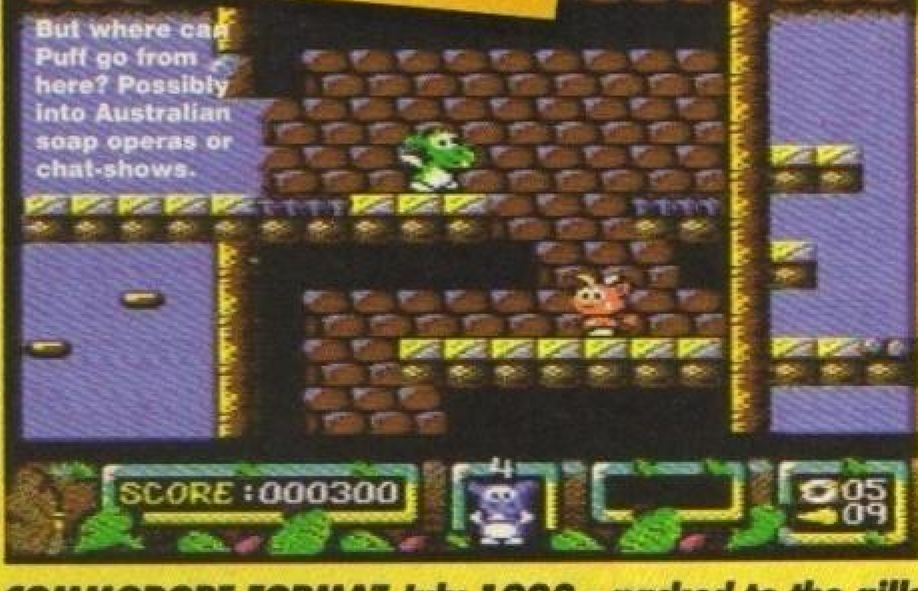
TAPE TO DISK

Do you have a disk drive? Neat aren't they! But if you want to use it as well as just admire it, you can get copies of the *CF* Powerpack on disk for the little fella.

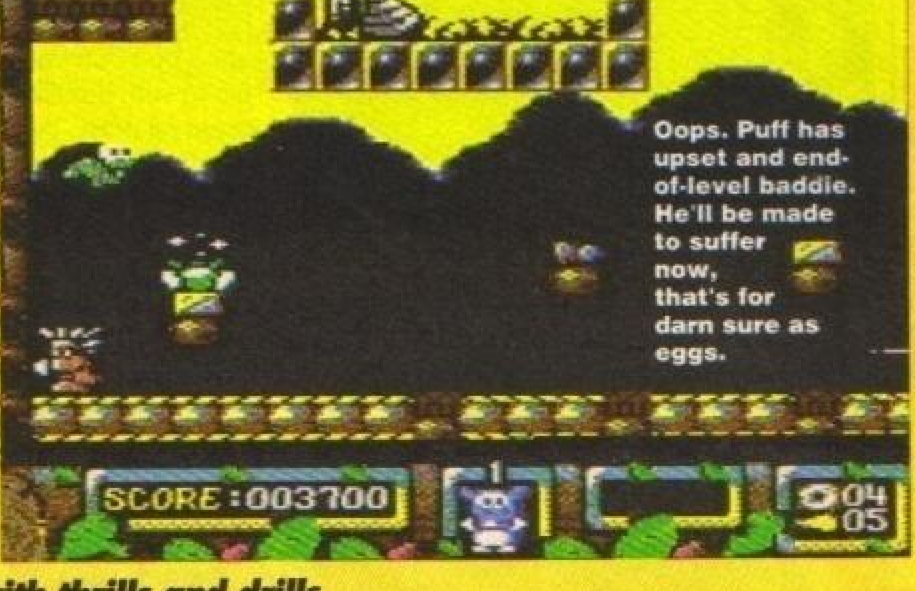
To get your Powerpack disk, simply cut out the tape-to-disk coupon *from the inside of the tape inlay card.* Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or postal order for £1.50 (which covers duplication, postage and packaging) to:

*CF*22 Tape to Disk
Ablex Audio Video Ltd
Harcourt, Halesfield 14, Telford,
Shropshire TF7 4QD

22 tape to disk



But where can Puff go from here? Possibly into Australian soap operas or chat-shows.



Oops. Puff has upset and end-of-level baddie. He'll be made to suffer now, that's for darn sure as eggs.

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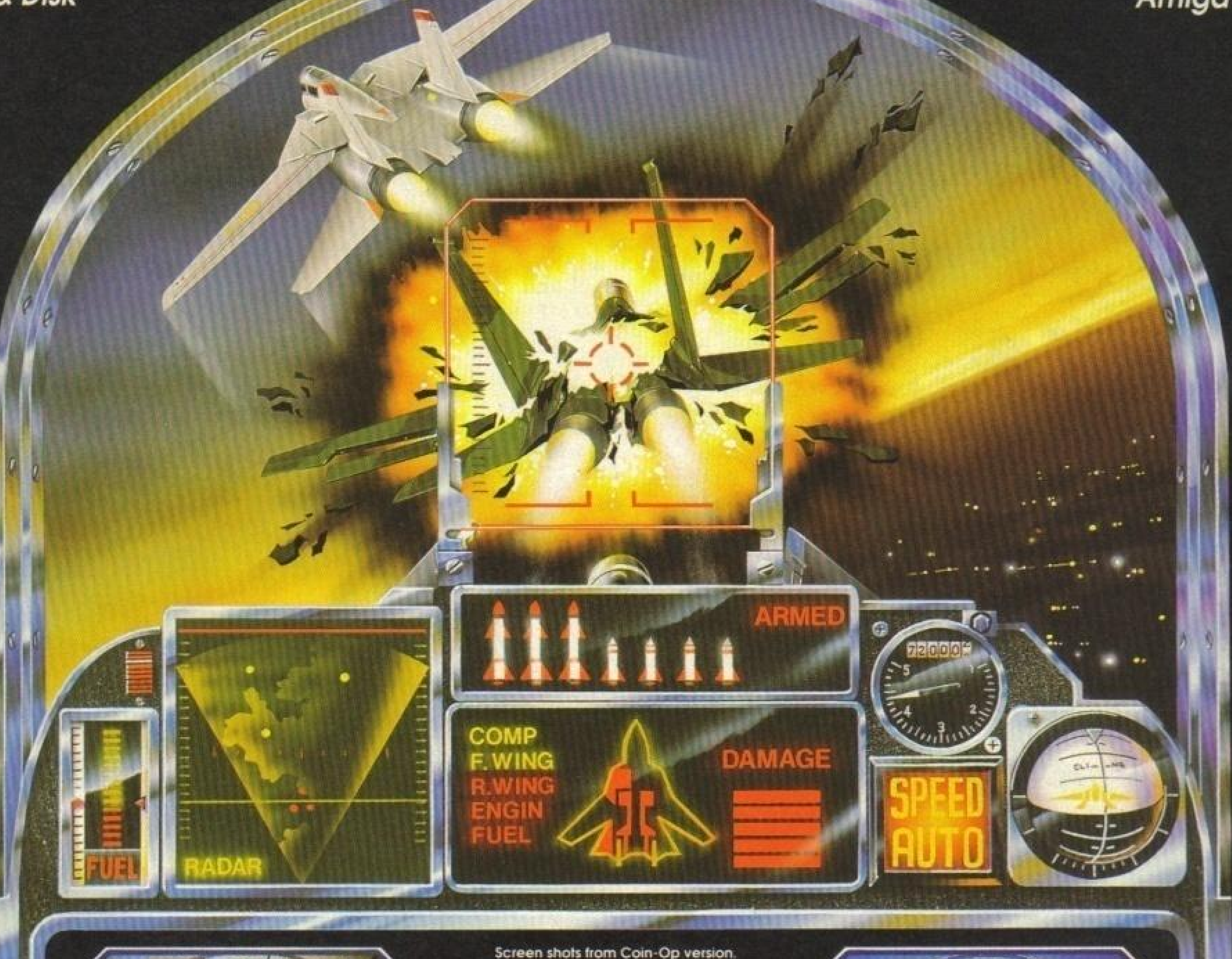
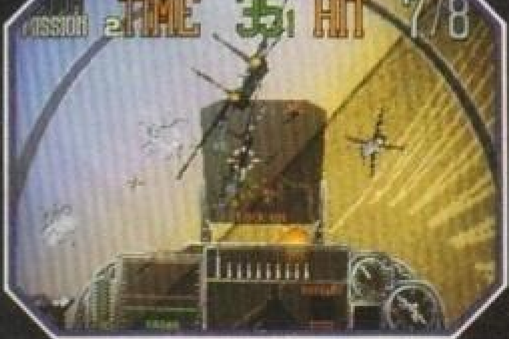


Screen shots from Coin-Op version.



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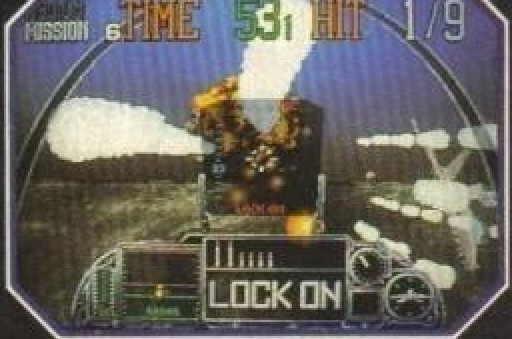

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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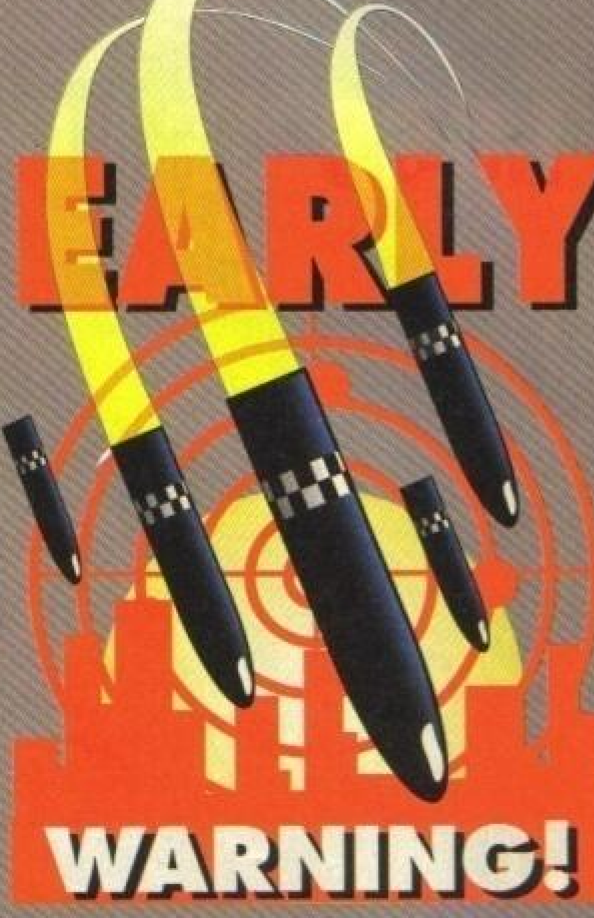
COOL CROC TWINS

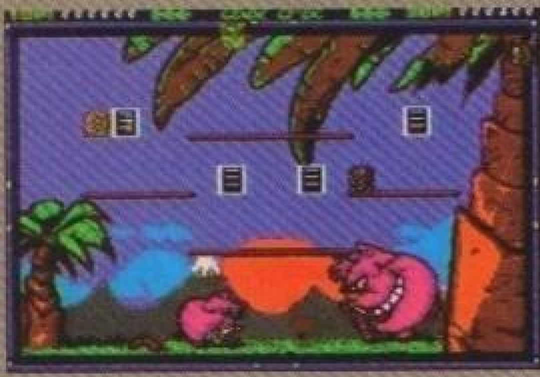
Crocodiles remained unchanged for millions of years, but in one bound they've hit the 90s. Punk and Funk are two very trendy cold-blooded creatures out to win the heart of one gorgeous girl. Cue the cool Twins...



What an amazing coincidence! Not only are these guys incredibly hip, but they're both reptiles and were born of the same mother within seconds of each other! Amazing. So it's not surprising that they're known to all and sundry as 'The Cool Croc Twins'.

The game itself looks like a coin-op, but is, in fact, completely original. It's one of those difficult-to-explain jobs you think you'll never master, but once you get into it, you'll be hooked.

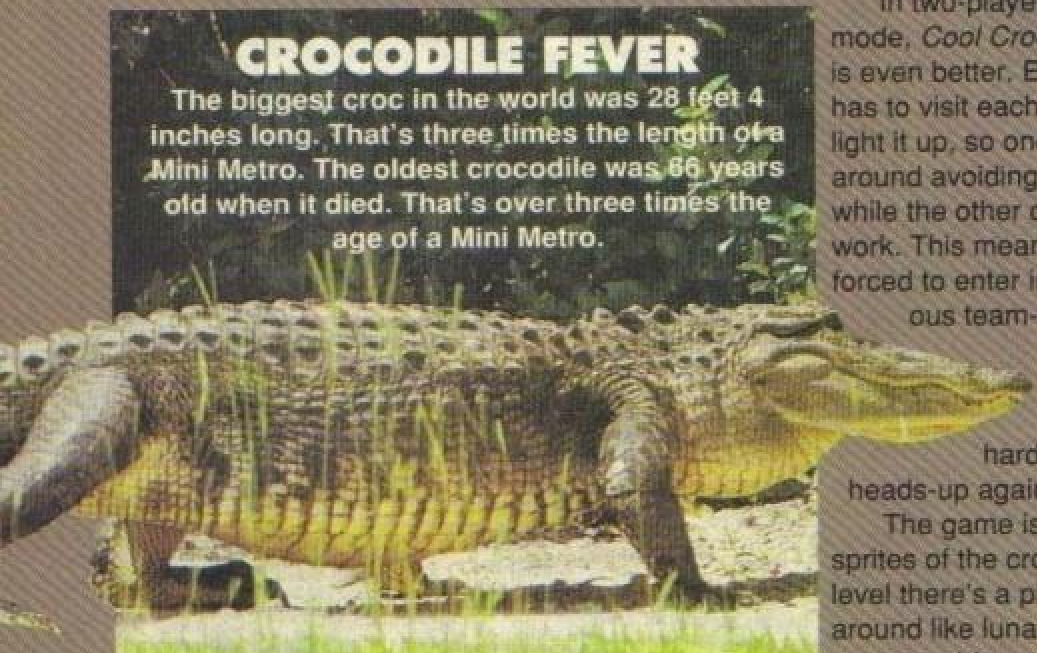
The crocs must dash around a screen, jumping up and banging their heads against some weird blocks, which light up every time they're hit. Sounds easy, but some of the blocks are in rather hard to reach places, so you'll have to plan how to get there.


One of the twins leaps up and down, hitting a block to light it. The other one, er, doesn't.

Oh, and there are baddies around, too. A load of funny creatures spend a lot of time roaming around the screen, looking for fresh, succulent crocodile meat (well they don't actually eat you but kill you, anyway).

The nasties also have another function - they undo all the lights you've managed to light up on the blocks. So basically they make life unpleasant but far more exciting than it otherwise would be.

It's a simple idea, but, like all simple ideas, it works. Well actually not all simple ideas work. I tried running my car on water for a while and that wasn't very effective.

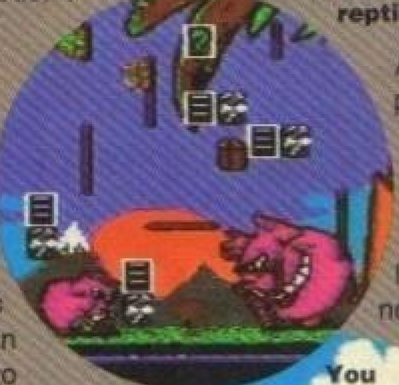


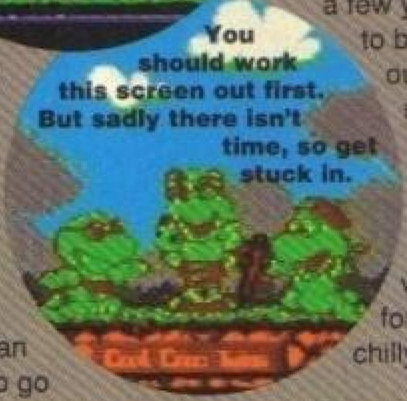
CROCODILE FEVER

The biggest croc in the world was 28 feet 4 inches long. That's three times the length of a Mini Metro. The oldest crocodile was 66 years old when it died. That's over three times the age of a Mini Metro.

In two-player mode, *Cool Croc Twins* is even better. Each twin has to visit each block to light it up, so one can't just swan around avoiding the baddies while the other does the hard work. This means that you are forced to enter into some serious team-work with your chum. After all the crocs are twins, so they can hardly be expected to go heads-up against each other.

The game is littered with little sprites of the crocs, and between each level there's a piccy of the twins rushing around like lunatics, with their baseball caps on sideways and laces of their huge trainers flapping in the wind.


Things are getting tougher for our little reptilian chums.

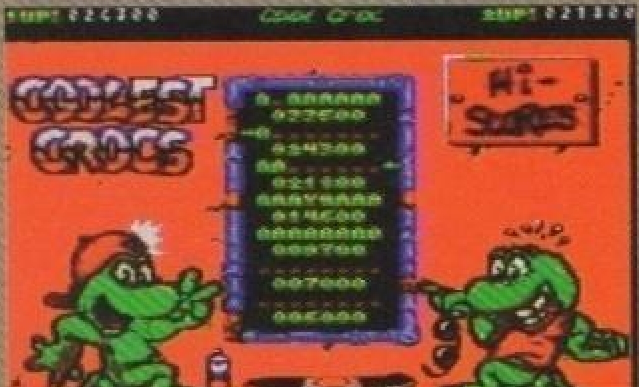

You should work this screen out first. But sadly there isn't time, so get stuck in.

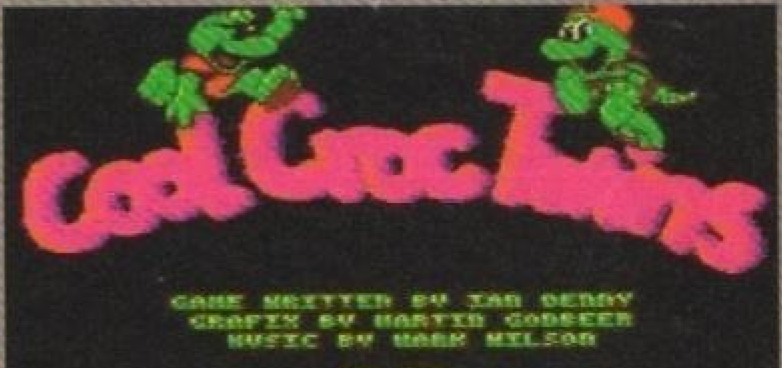
As well as being a great game to play, *Cool Croc Twins* looks like it'll start a few trends among the younger folk. Who knows - we might even see youngsters wearing big Nikes and saying things like "Yo" and "Hip Dude". Oh, it's not like when I was a lad, more than a few years ago, when we used to be seriously respectful to our elders, and we wore shiny black shoes and sensible trousers.

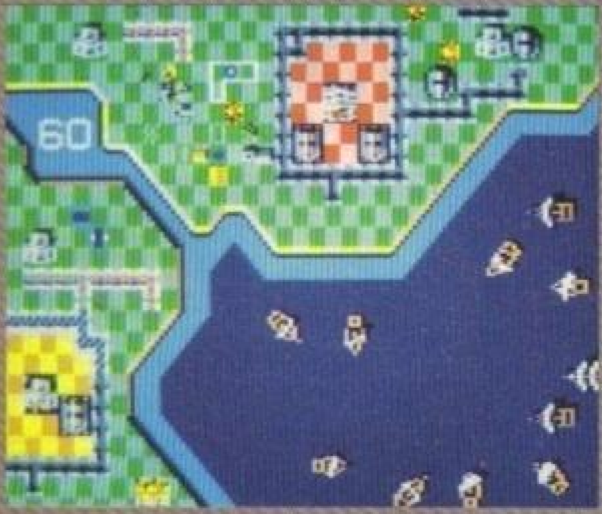
Cool Croc Twins will be in the next issue (with a bit of luck and the wind behind us). Look out for it then. Oh, and stay chilly, ladies and gentlemen.

JAMES LEACH

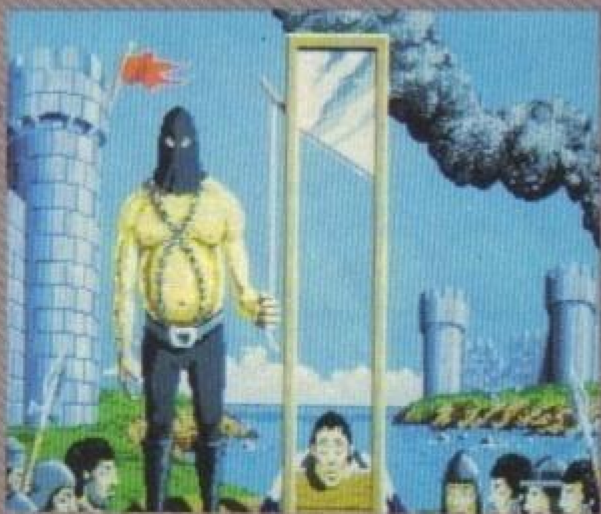
Game	**Cool Croc Twins**
Publisher	**Empire**
Release	**August**
Price	**£10.99 cassette, £15.99 disk**
Contact	**0268 541 126**







It's possible that a siege is going on somewhere here. But then again, perhaps not.



***Tetris* meets *Castle Master*. It doesn't look like it, but that's what *Ramparts* is like.**

RAMPART

The mist slowly drifts across the battlefield. The remains of cannons, armour and swords lie scattered where they fell. You get the distinct impression that a lot of people have been fighting each other in the not-too-distant past.

And you'd be right. *Rampart* is a new game from Domark, and is being programmed by the Kremlin.

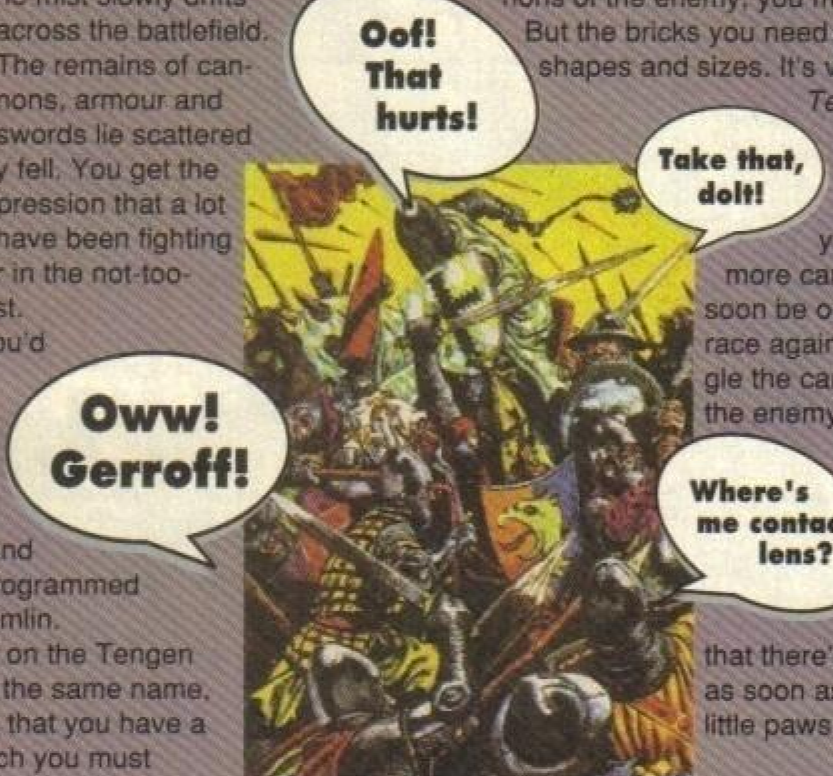
Based on the Tengen coin-op of the same name, the idea is that you have a castle which you must defend from all attackers. You must also place cannons within your castle to attack the castles of your enemies. It sounds confusing, but isn't really.

Whenever your castle walls are damaged by the cannons of the enemy, you must rebuild them. But the bricks you need come in all sorts of shapes and sizes. It's very much like *Tetris*, this bit.

If you don't repair the walls quickly enough, you can't place any more cannons, and you'll soon be out of the game. It's a race against time as you juggle the cannons blasting at the enemy with the mending of your own walls.

There isn't a great deal to see of *Rampart* at the moment, but rest assured that there'll be the full review as soon as we get our sticky, little paws on it.

JAMES LEACH



Oof! That hurts!
Take that, dolt!
Oww! Gerroff!
Where's me contact lens?

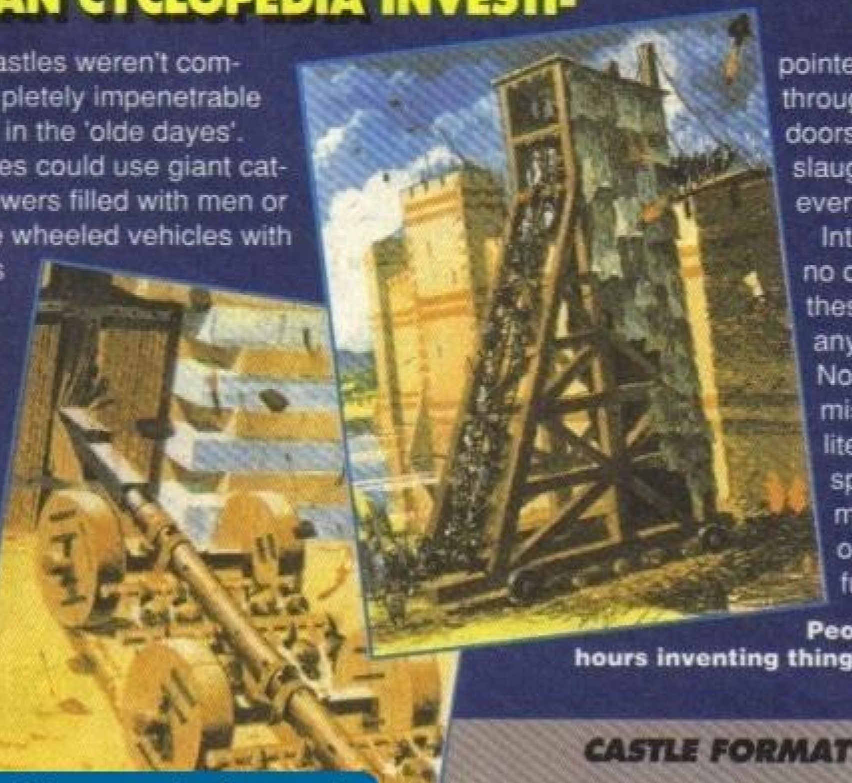
Game	**Rampart**
Publisher	**Domark**
Release	**August**
Contact	**081 780 2222**

IAN CYCLOPEDIA INVESTI-

Castles weren't completely impenetrable in the 'olde dayes'. Sieging armies could use giant catapults, big towers filled with men or even strange wheeled vehicles with wooden slats across their sub-frames.

Best, though, were the battering rams. Loads of people shoved a big pointed stick through the castle doors, ran in and slaughtered everyone.

Interestingly, no one uses these methods any more. Nowadays, missiles, satellites and special submarines carry out the same functions.



People spent hours inventing things like this.

SNIPPETS

LIVE AND LEARN

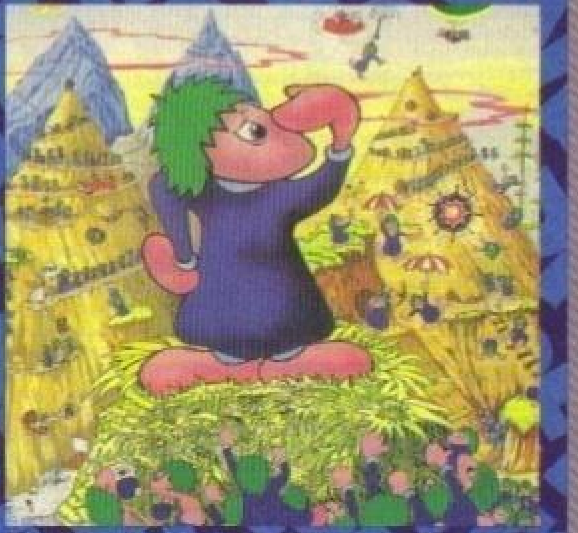
If you've got a few under fives who need teaching, what better way to do it than use Rainbow Educational Software? The company, who is new to the 8-bit market, is planning to release two products in the next month or so.

Shapes & Colours costs £5.99 on cassette and £6.99 on disk. There's also another package, entitled *First Letters*. This too is £5.99 on cassette and £6.99 on disk.

IT'S THOSE BLIMMIN' LEMMINGS AGAIN

Where is it? That's what everyone's asking. Well apparently Psygnosis have been talking to a programming team called Direct Designs. They're currently working out how to get the full quota of *Lemmings* on screen at the same time.

Once there's something to see, you'll be able to read all about it in *Commodore Format*, so stay, as they say, tuned.



Cute, cuddly, and suicidal (heh heh).

YOUR WORK IS NEEDED

A new PD library catering for the C64 has just started. Venue International are handling both cassette and disk-based software, including music demos and artwork done on commercial packages.

At the moment, the company is just getting started, so it's on the look-out for home-written stuff from you.

Whatever the quality, whatever the subject, Venue want to see it. In return, you'll receive a catalogue (when it's completed) and discount vouchers.

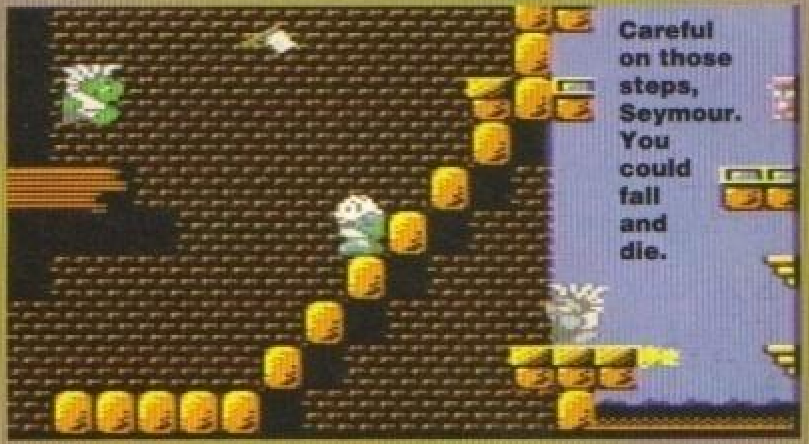
Venue say that 64 owners can ring them on 0482 799738 between 10am and 8pm to get free membership of the library. They're keen to hear from any big demo groups as well.

Contact Venue International at 276 Annandale Rd, Hull, HU9 5DD.

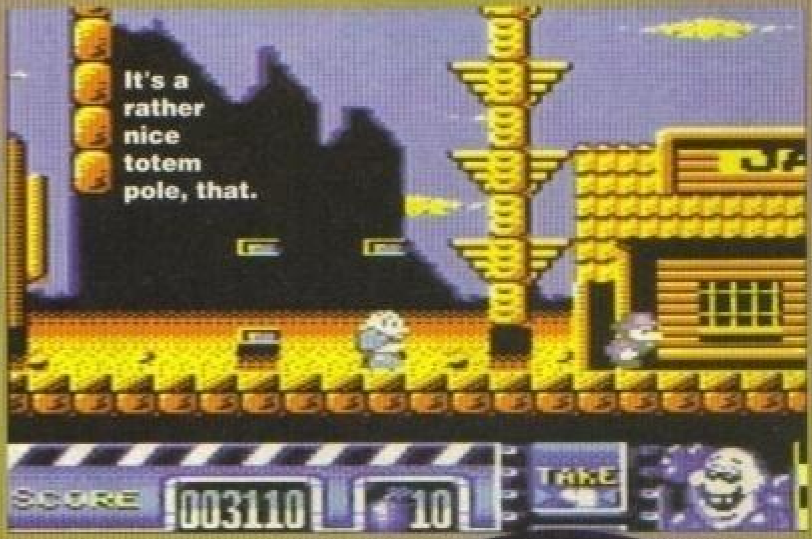
SEYMOUR STUNTMAN

Here in the *CF* office we're still trying to work out what Seymour actually is. He's white, he's blobby and he's got an incredibly gormless expression on his face. A politician, perhaps? Anyway, he's back in this offering from the Codies and Reflective Designs. You know, the guys who did *DJ Puff's Volcanic Caper.*

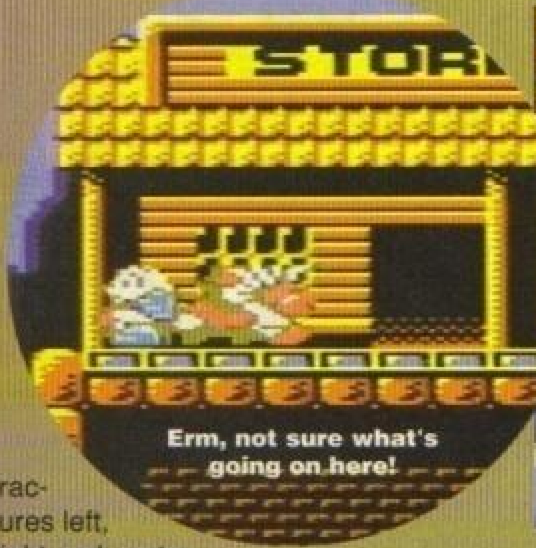
As you'd expect, the plot is not that difficult to follow. Seymour seems to have gone into the movie-making business. As he doesn't appear to have any bones in his body, he'd be perfect for doing those dangerous things in films that would give most people compound fractures left, right and centre.


Careful on those steps, Seymour. You could fall and die.

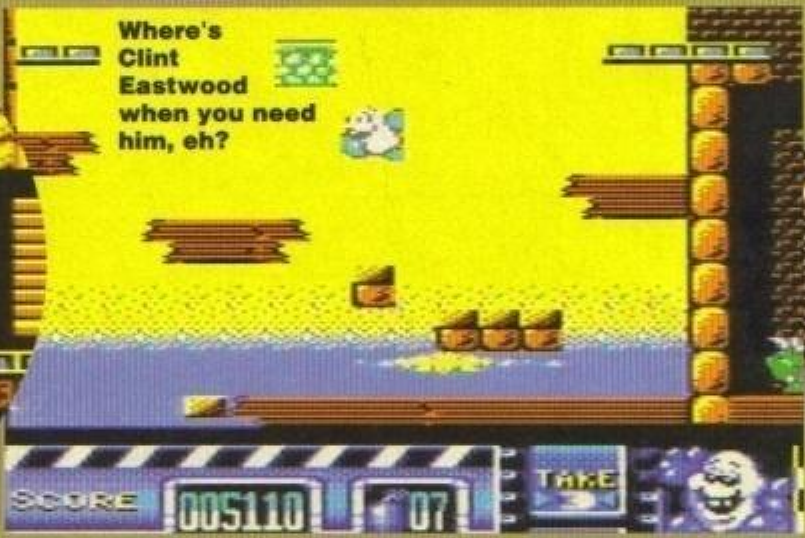
The first film Seymour gets to work on is a wild west job. He gets to do all the shooting of baddies and falling off the high roofs on to the conveniently-placed haycart underneath stuff that you see in every western ever. His fee for all this sort of nonsense is to be given some rather nice objects afterwards. Apparently, he'll be getting a car for his wild west stunts.


It's a rather nice totem pole, that.

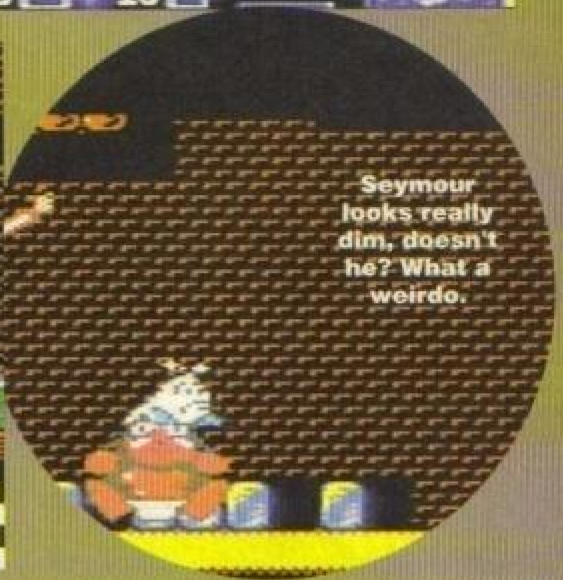
As well as making movies, Seymour must try and make his way through the level. It's a bit weird, this, because what you've got here is a platform game, which, like all platform games, forces you to work out the best route past all the baddies, while collecting stuff and killing anyone who gets in the way with a small but highly effective pistol he seems to be able to carry.


Erm, not sure what's going on here!

At the moment, *Seymour Stuntman* plays a lot like *DJ Puff.* Not surprising, because Reflective Designs have taken the same game engine and modified it for *Seymour.* This means that things like the sprites are incredibly cartoon-like, clear and good-looking.


Where's Clint Eastwood when you need him, eh?

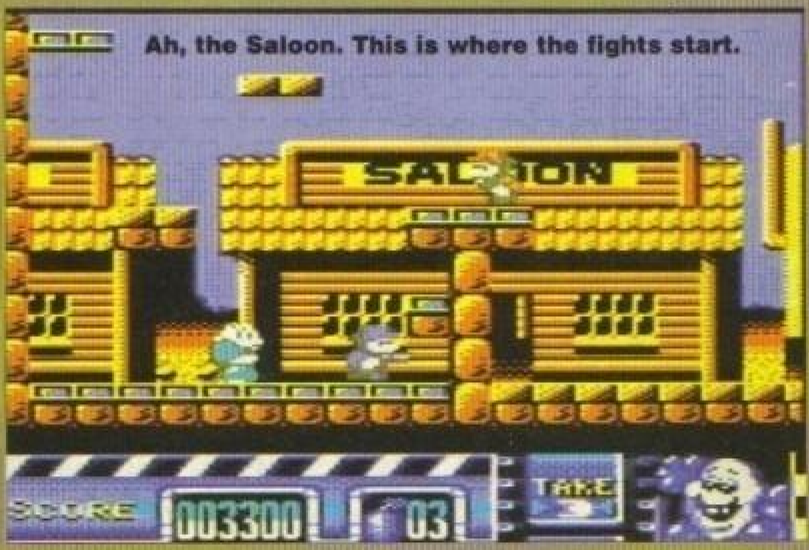
Collision-detection is exactly as it should be, and the music has also been composed by our fave musician of the moment, Mr Gerard Gourley. Yes, he's come up with another storming, foot-stomping, hand-clapping, toe-tapping, kidney-removing little ditty (which we'll print in manuscript form one day so you'll be able to play it at home).


Seymour looks really dim, doesn't he? What a weirdo.

So the CodeMasters' cute character assault continues unabated. Even if you don't like the characters themselves, it's difficult to blame them for this, though, because most of the games with these dudes in are rather spiffy.

So keep your eyes peeled for the full review of *Seymour Stuntman,* which should be in the next ish.

JAMES LEACH


Ah, the Saloon. This is where the fights start.

Game	**Seymour Stuntman**
Publisher	**CodeMasters**
Release	**August**
Price	**£3.99**
Contact	**0926 814 132**

Ian
Cyclopedia

IAN CYCLOPEDIA INVESTIGATES STUNTMEN

Seymour may get a car for his part in the western, but the highest-paid stuntman ever was Dar Robinson, who got $100,000 in 1979 for leaping from the CN Tower in Toronto, Canada. His parachute opened just 300 feet above the ground.

But the longest film ever made was *The Cure For Insomnia.* It lasted 85 hours (*but did it work? - Ed*). This contrasts sharply with the record for producing loaves from growing wheat. The record for that is 40 minutes 8 seconds.

Compare that to the longest scarf in the world. It's over 20 miles long, and would be very difficult to wear successfully. Interesting, isn't it?

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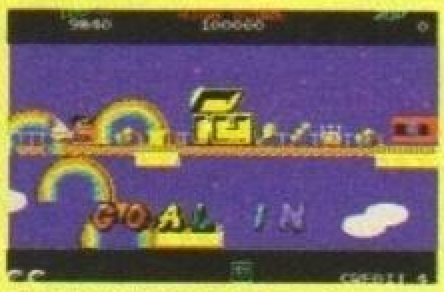
CHARTS



Rainbow Islands. The only game to display the extremely confusing message 'Goal In' whenever you do something right. Perhaps we'll never understand why...

SELECT PLAYER

Evil stalks the land. Normal, sane people hide in their houses and cower in the cupboard under the stairs. A nightmare will be unleashed, probably.

Snooker. The sport of people who spent all their school years in a smoky hall. Now they're earning millions a year, but don't let that be a lesson to you.

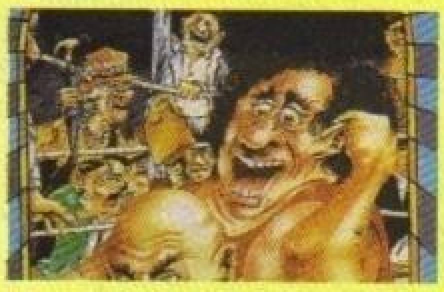
WORLD CUP SOCCER 90

Okay, so it's two years out-of-date. *World Cup Soccer* is still a storming game, with, er, lots of football and some jolly good goals as well. Excellent.

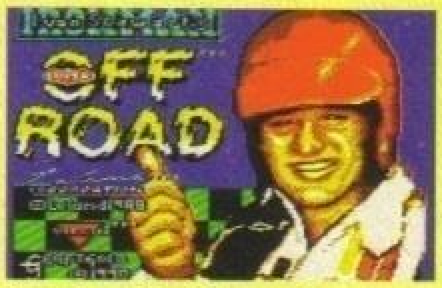
And here we have one of those classic moments where the striker slots in a shot worthy of the great Bert Rawlsden. But what happened next?

CF'S TOP 90 GAMES

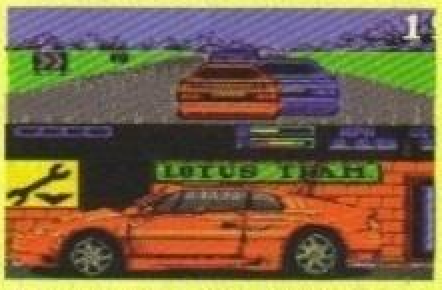
1	**RAINBOW ISLANDS**	Hit Squad	£3.99
2	**GOLDEN AXE**	Tronix	£3.99
3	**CHAMPIONSHIP 3D SNOOKER**	Zeppelin	£3.99
4	**ITALIA '90**	Tronix	£3.99
5	**MANCHESTER UNITED**	GBH	£3.99
6	**CHAMPIONSHIP WRESTLING**	Kixx	£3.99
7	**SUPER OFF ROAD RACER**	Tronix	£3.99
8	**LOTUS TURBO CHALLENGE**	GBH	£3.99
9	**F-16 COMBAT PILOT**	Action 16	£3.99
10	**DIZZY'S EXCELLENT ADVENTURES**	CodeMasters	£9.99
11	BUBBLE DIZZY	Codies	£3.99
12	TURRICAN 2	Kixx	£3.99
13	WWF	Ocean	£10.99
14	NEW ZEALAND STORY	Hit Squad	£3.99
15	BUBBLE BOBBLE	Hit Squad	£3.99
16	ROBOCOP	Hit Squad	£3.99
17	SCI	Ocean	£19.99
18	THE SIMPSONS	Ocean	£10.99
19	AMERICAN 3D POOL	Zeppelin	£3.99
20	WACKY RACES	Hi-Tec	£3.99
21	VIZ	Tronix	£4.99
22	SEYMOUR G T HOLLYD	Codies	£3.99
23	MULTIMIXX 1 GOLF	Kixx	£4.99
24	DOUBLE DRAGON 2	Tronix	£3.99
25	ROBOCOP2	Ocean	£19.99
26	DIZZY COLLECTION	Codies	£9.99
27	WORLD CUP	D&H Games	£3.99
28	MICRO SOCCER	Kixx	£3.99
29	TREBLE CHAMP	E&J	£3.99
30	MYTH	Kixx	£3.99
31	MAGIC DIZZY	Codies	£3.99
32	MID RESISTANCE	Hit Squad	£3.99
33	EDD THE DUCK	Zeppelin	£3.99
34	STRIDER	Kixx	£3.99
35	AUG DOG & DOG DAD	Hi-Tec	£3.99
36	TERMINATOR 2	Ocean	£10.99
37	TURRICAN	Kixx	£3.99
38	SCOOBY AND SCRAPPY	Hi-Tec	£3.99
39	WORLD CRICKET	Zeppelin	£3.99
40	ALTERED BEAST	Hit Squad	£3.99
41	MONTY PYTHON	Tronix	£3.99
42	SHADOW O T BEAST	Ocean	£19.99
43	ULTIMATE GOLF	GBH Gold	£4.99
44	SLIGHTLY MAGIC	Codies	£3.99
45	QUATTRO FANTASTIC	Codies	£3.99
46	ROAD RUNNER	Hi-Tec	£3.99
47	RICK DANGEROUS	Kixx	£3.99
48	MULTIMIXX4	Kixx	£4.99
49	GHOULS AND GHOSTS	Kixx	£3.99
50	SUPER SEYMOUR	Codies	£3.99
51	CHASE HQ	Hit Squad	£3.99
52	HIT PACK1	Zeppelin	£3.99
53	4 QUATTRO FIGHTERS	Codies	£3.99
54	QUATTRO SKILLS	Codies	£3.99
55	CRICKET CAPTAIN	Cult	£3.99
56	INT. 5-A-SIDE SOCCER	Zeppelin	£3.99
57	MULTIMIXX 5	Kixx	£4.99
58	CARTOON COLLECTION	Codies	£9.99
59	BIG NOSE'S AM ADVEN	Codies	£3.99
60	SHADOW WARRIORS	Hit Squad	£3.99
61	MOONWALKER	Kixx	£3.99
62	STUNT CAR RACER	Kixx	£3.99
63	3-D POOL	Kixx	£3.99
64	F1 TORNADO	Zeppelin	£3.99
65	ARNIE	Zeppelin	£3.99
66	MURRAY MOUSE	Codies	£3.99
67	PANG	Ocean	£14.99
68	LAST NINJA 2	Hit Squad	£3.99
69	BIG BOX	Beau Jolly	£16.99
70	4 GAME PACK	Atlantis	£3.99
71	NAVY MOVES	Hit Squad	£3.99
72	THE MATCH	D&H Games	£3.99
73	ST DRAGON	Kixx	£3.99
74	TURBO OUTRUN	Kixx	£3.99
75	THE JETSONS	Hi-Tec	£6.99
76	4 WORLD SPORTS	Alternative	£3.99
77	VENDETTA	Kixx	£3.99
78	HOSTAGES	Byteback	£3.99
79	SOCCER STARS COMP	Empire	£12.99
80	BATMAN - THE MOVIE	Hit Squad	£3.99
81	4 GAME PACK 2	Atlantis	£3.99
82	DRAGON NINJA	Hit Squad	£3.99
83	MAN UNITED EUROPE	Krisalis	£11.99
84	SHINOBI	Tronix	£3.99
85	PRO FOOTBALLER	D&H	£3.99
86	QUATTRO COIN OPS	Codies	£3.99
87	SOCCER RIVALS	D&H	£3.99
88	SOCCER PINBALL	Codies	£3.99
89	PAPERBOY	Encore	£2.99
90	CHEVY CHASE	Hi-Tec	£3.99



"Now I want a good clean fight, no spitting, no swearing, no biting and no falling over when the other guy has obviously missed." © Ed Ricketts 1992

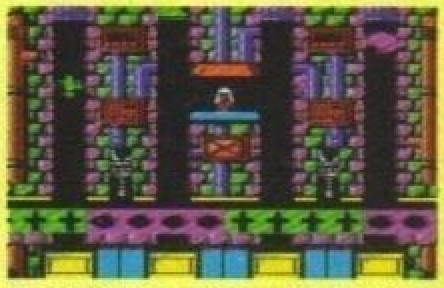


Ivan 'Iron Man' Stewart has recently been suffering from metal fatigue. He's currently lying in a bath of oil just outside High Wycombe bus station.



If you've got a real Lotus, like all the *CF* team have, you'll be bored with a mere game about it. But the rest of you can enjoy the best sports-car game seen.

Red leader, prang, kite, daga daga daga, bogies at five o' clock and whatever else fighter pilots say in these new-fangled F-16 flying machines.



I feel Dizzy, my head is spinning. Something tells me a rather unpleasant panic is setting in. Better have a cup of tea to calm my shattered and frayed nerves.

RUN AWAY!

It's no good, Commander! Those games are still closing in. They'll be here any minute and some of them look quite tasty. So dive into the nearest bunker and cover your ears (and nose).

LAWNMOWER MAN

Storm

Virtual Reality comes to the 64. Well, not quite, but it's getting there. Lawnmower Man is a storming film (no pun intended), and should make a visually stunning game. We hope.

DIE HARD 2

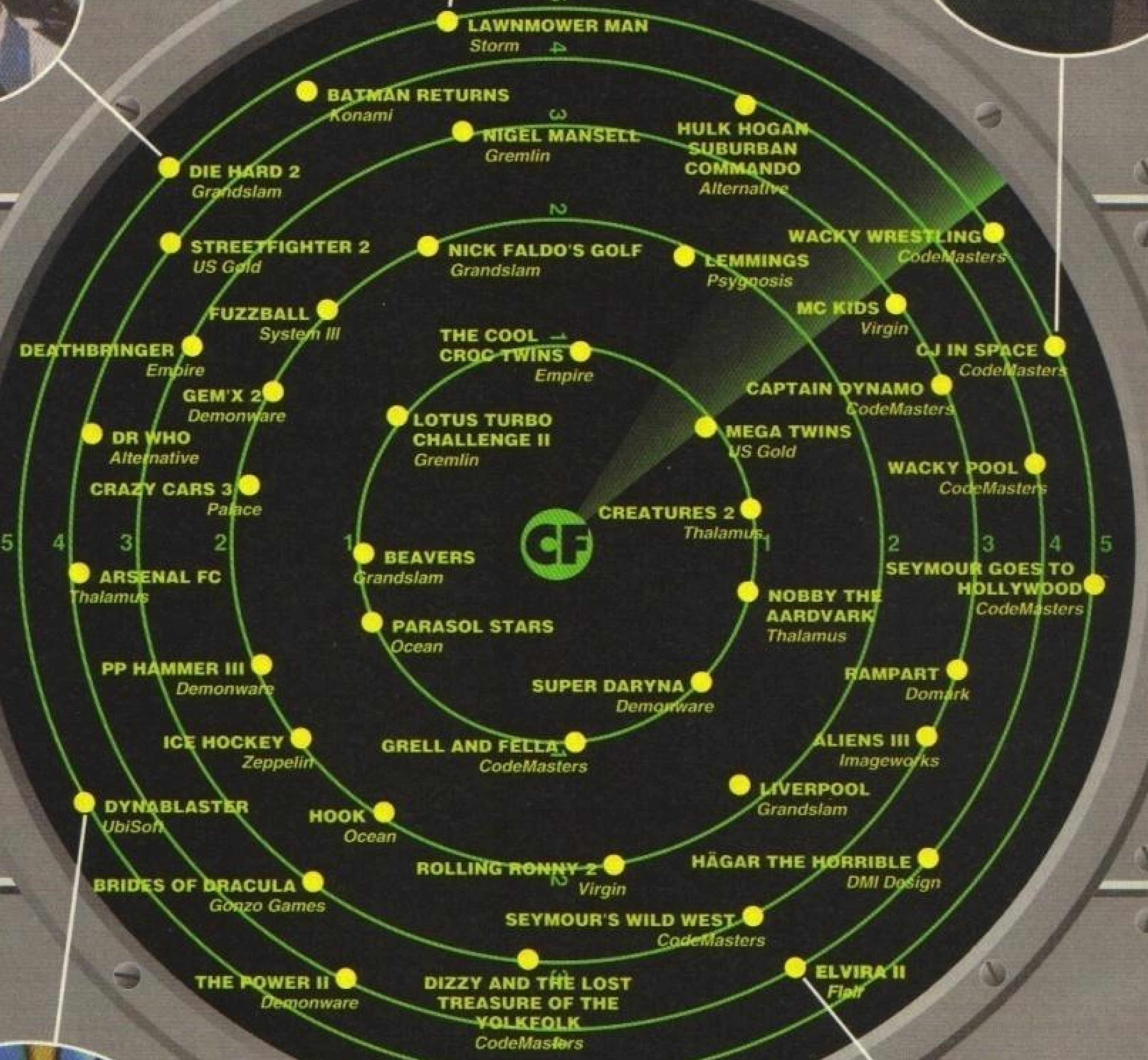
Grandslam

Once more, the Quarterback is toast! Die Hard 2 is currently punching, kicking its violent way towards us.

CJ IN SPACE

CodeMasters

You would expect an elephant to die horribly if it actually did go into space. Find out if it's true by playing CJ.



LAWNMOWER MAN Storm
BATMAN RETURNS Konami
NIGEL MANSELL Gremlin
HULK HOGAN SUBURBAN COMMANDO Alternative
DIE HARD 2 Grandslam
STREETFIGHTER 2 US Gold
NICK FALDO'S GOLF Grandslam
LEMMINGS Psygnosis
WACKY WRESTLING CodeMasters
FUZZBALL System III
MC KIDS Virgin
DEATHBRINGER Empire
THE COOL CROC TWINS Empire
CJ IN SPACE CodeMasters
GEM'X 2 Demonware
CAPTAIN DYNAMO CodeMasters
DR WHO Alternative
LOTUS TURBO CHALLENGE II Gremlin
MEGA TWINS US Gold
WACKY POOL CodeMasters
CRAZY CARS 3 Palace
CREATURES 2 Thalamus
BEAVERS Grandslam
ARSENAL FC Thalamus
SEYMOUR GOES TO HOLLYWOOD CodeMasters
NOBBY THE AARDVARK Thalamus
PARASOL STARS Ocean
PP HAMMER III Demonware
RAMPART Domark
SUPER DARYNA Demonware
ICE HOCKEY Zeppelin
GRELL AND FELLA CodeMasters
ALIENS III Imageworks
LIVERPOOL Grandslam
DYNABLASTER UbiSoft
HOOK Ocean
ROLLING RONNY 2 Virgin
HÄGAR THE HORRIBLE DMI Design
BRIDES OF DRACULA Gonzo Games
SEYMOUR'S WILD WEST CodeMasters
THE POWER II Demonware
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK CodeMasters
ELVIRA II Flair
CF
1 2 3 4 5

DYNABLASTER

UbiSoft

Space. The final front ear. These are the voyages of Dynablaster. A rather mysterious game, which is heading towards our bungalow at Warp 8.

ELVIRA II

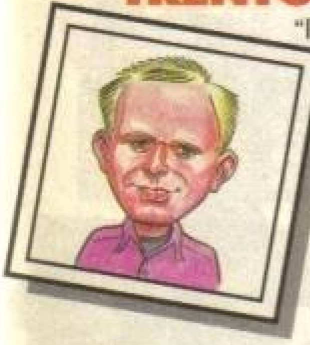
Flair

She's back. Elvira, the girl with the large assets and the dodgy puns. So there's bound to be more Mistress of the Dark-related adventure on the pages of CF when the sexy, vixen-like temptress pops out.

Being warm, caring and rather wonderful people, all the CF crew are inordinately fond of animals. Each of them has a special pet, and Powerplay thought it was time to find out which animals appeal to which members of the team. It was a real eye-opener...

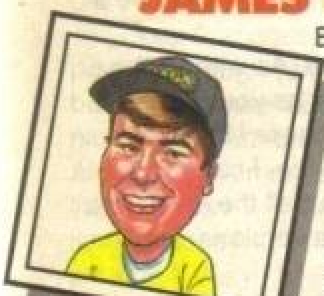
POWERPLAY

TRENTON WEBB



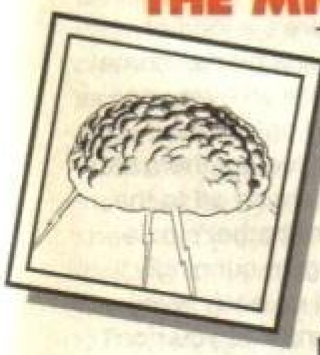
"I've got a bull terrier called Blagger. When I bought him he was already trained to ignore shot-gun noises, breaking glass, squealing tyres and police sirens. His powerful jaws are able to grip and hold heavy bags, and he can run with them, too. I think he might have been a guide dog or something."

JAMES LEACH



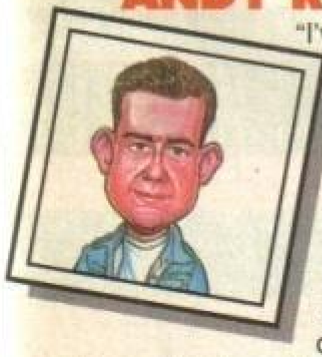
Being irresponsible and untrustworthy, James doesn't have a pet as such, but he claims to have sponsored a bat. "I signed the forms, had a blood test and gave the man £45 in used notes. So now I've got a rare Pipistrelle bat of my very own. I think it's in Hertfordshire somewhere at the moment."

THE MIGHTY BRAIN



TMB doesn't have a pet, but he would like one. "I'd like an ant's nest. They function in the same way as a brain, you see. But I'd need infinity squared ants in order to give it anything like the processing power I've got. The bad news is that I'd then need to find an immensely huge paving stone to fit them under."

ANDY ROBERTS



"I've got three salamanders, all called Roman Polanski. They're very interesting. Apparently, they secrete weird chemicals from their skin which nobody has ever been able to detect. I scraped some on to a spatula once, but dropped it down the back of the sofa before the scientists could arrive."

OLLIE ALDERTON

As you might have feared, Ollie's got a rat. Let him explain. "He's called Jello, and I got him to scare the local cats away. One night he had a fight with a badger and nearly lost one eye. What does he eat? Anything he finds in the fridge, basically. The trouble is, I'm too scared to stand up to him."

LISA NICHOLLS

"I've got a couple of black panthers with diamond necklaces. They pad around my luxurious homes in Monaco, New York and Keynsham, and deter burglars from stealing my priceless Van Gogh collection."

It's true, readers. Lisa does have these two gorgeous creatures for this very reason (sigh).

CATHY PARNHAM

Cathy had a bird-eating spider until recently. But she brought it into the office a couple of days ago and it ran away. Is she concerned? "Not really. When it gets hungry it'll make its presence known. It lives on fresh meat, you see, and there are over two hundred people continually coming in and out of here."

ROGER FRAMES

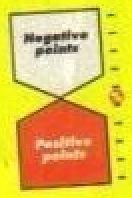
As regular readers will know, Roger has his trusty dog, Debit, but he told us about his dream pet. "I'd like the world's biggest ant-eater. An aardvark would do, but it would have to be infinity times five feet high. It's also got to have an absolutely enormous appetite. I've got a really big feast lined up for it, you see..."

Bits'n'Bobs

Commodore Format's review system is as simple as can be. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as much information as you'll need to decide if a game is for you, and it will help you get started playing.

At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but none ever has.

If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.

GAME ICONS

To make life easier for you we've knocked together a few 'tell-at-a-glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:

FACE – Number of players. The more heads, the more people can play.

KEYBOARD / JOYSTICK – A bit obvious really. It signifies the control mechanisms.

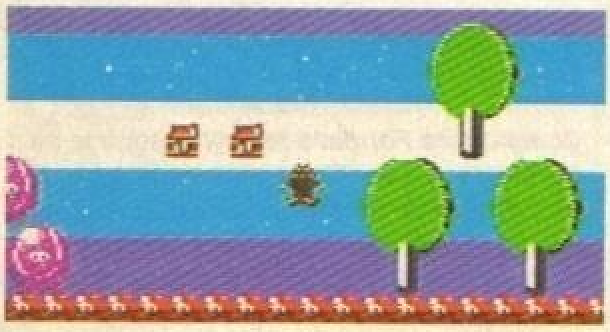
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.

OCTOPUS – Multiload, the game is in bits if the octopus appears (tape users beware).

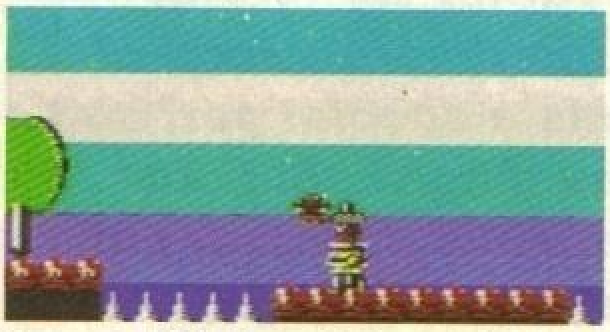
GOALIE'S SHIRT– This means there's a save option available (groan).

BLOCKS – You can prove to all your friends how good you are at a game by using a hi-score table.

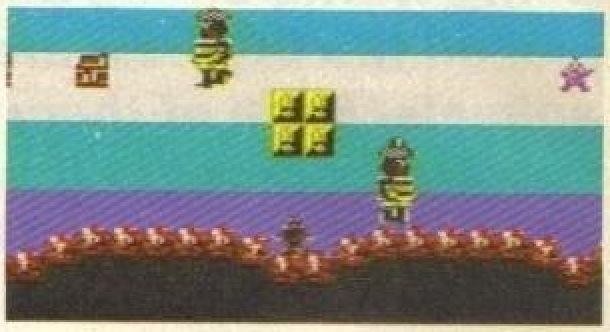
PAWS – Yes, it's sad, but this really is what it means. There's a pause mode.



Hmm. I mustn't carp but I'm sure I can smell something fishy here. Cod knows what I'll (*that's enough fishy jokes. Ed*).



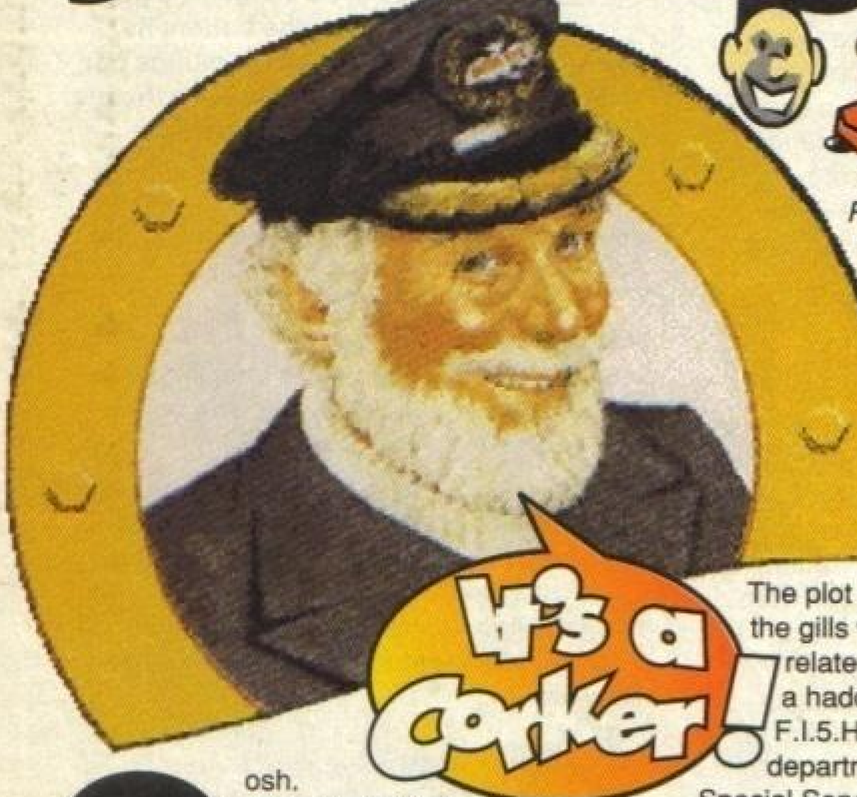
He may be Britain's greatest asset, but he's going to die when I land on his head repeatedly. That'll teach him to turn Bertie.



Arrgghh! Everyone's still turning Bertie in front of my very eyes! I'd better kill them all with my toughened armour then, eh?

Here it is. The review that everyone's been waiting for. Barry Norman, Leon Spinks and Princess Di all wanted to write it. But luckily for us, James Leach is the only human qualified to take on the Cod...

JAMES POND 2:

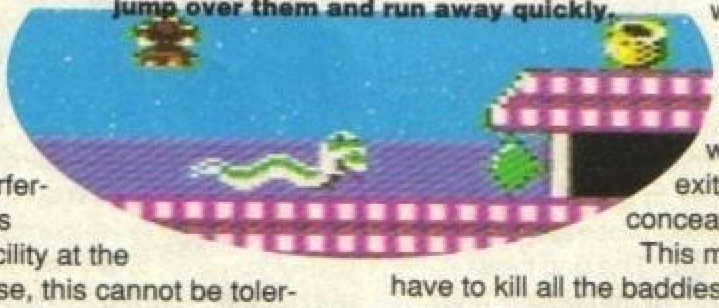

It's a Corker!

Gosh. *RoboCod*. What a game to convert to the 64. I mean, *RoboCod* on the 16-bit machines is a massive, humungous effort, isn't it? Hundreds of screens, bus-loads of baddies and thousands of collectables. Can they possibly fit all this into a machine with a memory that is (to use a technical term) smaller.

Well if you read last month's preview, you'll already know the answer. If not, the answer's yes. Somehow, Data Designs, the Halesowen-based programming team, have managed to cram into the 64 version of *RoboCod* everything (and that means everything) that you'll find in both the Amiga and ST versions. How? Well, er, it's a bit complicated, so let's not bother about that now. Anyway, the thing we've got to suss out is whether the game gives you large and continuous amounts of enjoyment.

The plot is incredibly silly. It's packed to the gills with rather groan-worthy fish-related puns, too, which might give you a haddock after a while. Anyway, F.I.5.H is a special counter espionage department of the Special Secret Special Service (Special Secret Division). F is the head of this organisation, and he's a worried man. Or fish, depending on how much detail you want to get out of this preamble. The evil Dr Maybe has started his evil interfering in Santa Claus's toy-construction facility at the north pole. Of course, this cannot be tolerated, so RoboCod, the top agent controlled by F, is sent to investigate.

Divebombing the snakes is a bit time-consuming. They're very small, so just jump over them and run away quickly.



This is how you come to be standing outside what appears to be a massive castle high in the Arctic. Behind the multitude of doors that face you are 10 levels of mad platform fun.

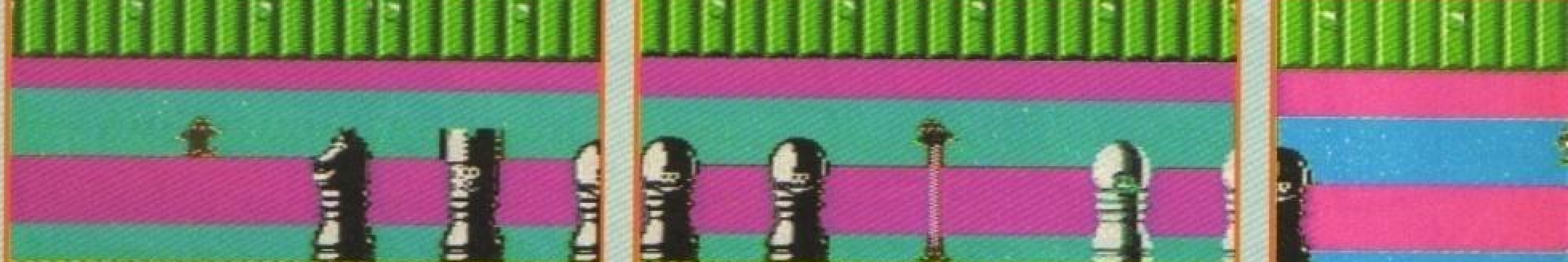
Each level is pretty large. As with all the best games, they get bigger as you complete them in sequence, but the sheer size of the playing area is quite a surprise, I can tell you. I know I've said it before, but all the levels are the same size as the Amiga versions. I still can't get over that.

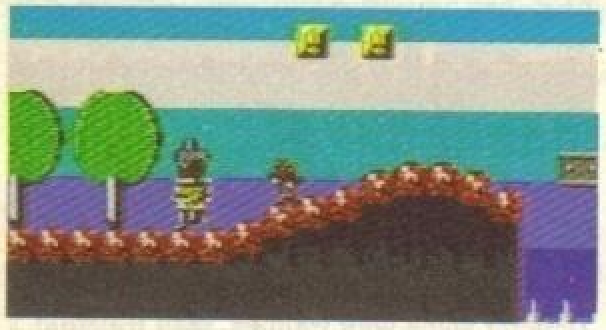
Each level has a sort of toy-related theme. For example, there's a level which is filled with all manner of luscious sweets. It's tooth-rot city, but Robo must chomp and collect his way round it, trying to find the penguins.

This is the key to each level. There's a load of penguins hidden somewhere on every one, and only when you've got them can you head off to the weird barber's pole exit (again cunningly concealed on each level).

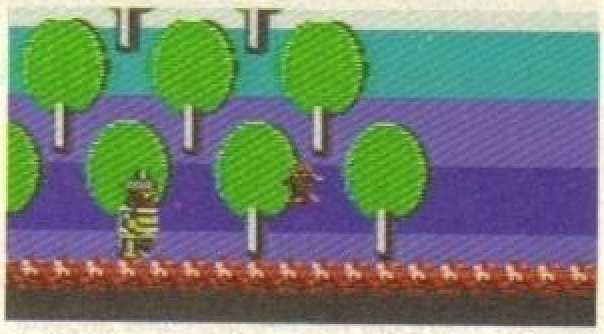
This means that you don't have to kill all the baddies you find. There are plenty of them, and they don't half get in the way sometimes, but the aim of the whole

Here we see a tiny portion of RoboCod's exploration. The chess pieces are dead tough to get past, especially with those boards being annoying all

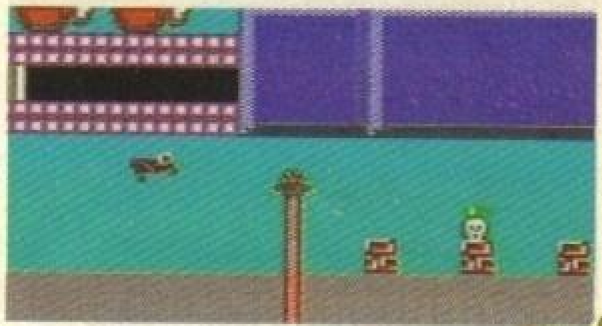




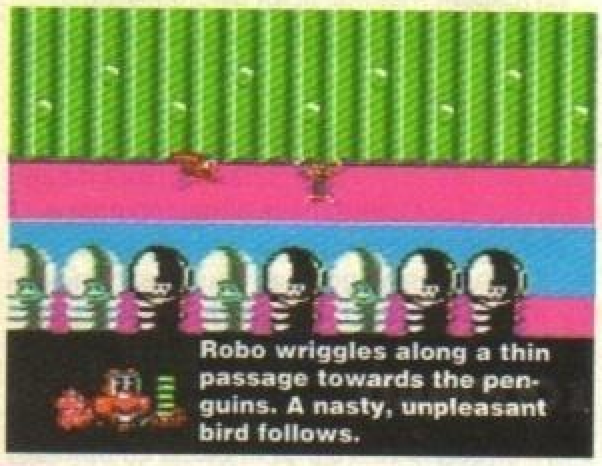
I'll get those collectables, then go shopping with the money I've earned. I'll nip out to Sainsbury's for some cod fillets.



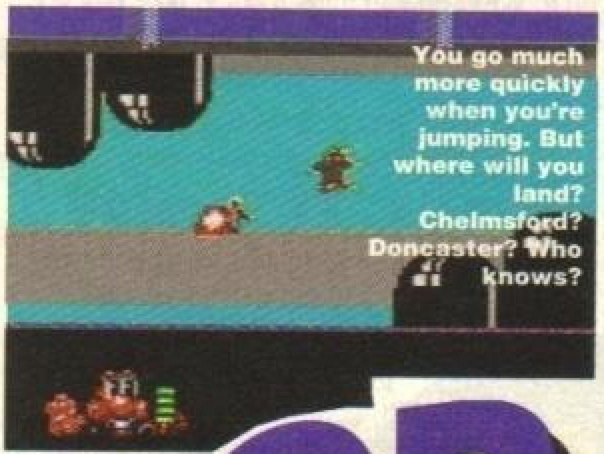
These ping-pong bats are a bit of a problem. Jumping high is the only way out. I'll give it a go. Nope. Didn't work. Time to run for it.



Extending your tail is a jolly good way of getting out of the way of any nasties.



Robo wriggles along a thin passage towards the penguins. A nasty, unpleasant bird follows.



You go much more quickly when you're jumping. But where will you land? Chelmsford? Doncaster? Who knows?

ROBOCOD

thing is to get through it, collect the penguins and wobble over to the exit.

RoboCod does have some offensive powers, though (and we're not not talking bad breath here). Being encased in a titanium suit of armour, just like his big brother Alex Murphy, means that our chummy little cod can jump on people and flatten them. If you pull down on the joystick when you're flying through the air, he retreats into his armoured shell and clunks heavily on to the head of the victim. Some nasties (notably the Bertie Bassetts that crop up on the sweets level) need a few bounces before they vanish in a cloud of monosodium glutamate, but it's worth doing because the points bonuses are dead healthy for topping such big chaps.

But if you want, you can generally avoid the violence by running past with maximum speed or by using RoboCod's special trick. What he does is stand still and, when you press the fire button, extends his body up to the ceiling. The trouble is, the ceiling might be many, many screens higher than where the young fish is standing. So up he goes. The extension to his little body is unlimited, and, as long as some creature doesn't collide with him and he's got something solid to cling on to at the top, he can hoist himself up on to whatever is above him. Once he's hanging on to the roof, he can edge himself along and over the danger. Simple, effective and, it has to be said, completely unrealistic.

The sheer size of the playing area is quite a surprise

A lot of thought has gone into the mechanics of the game as well. Without a doubt, Data Designs have managed to get the 64 version running more smoothly than the ST version. No mean feat when you consider the memory restrictions. They've also given the cod himself a real sense of momentum and inertia. This means that when he's running along, he doesn't just stop dead, but skids to a halt in best cartoon style.

This not only gives the little fellow character, but makes getting over and through tricky places that bit harder.

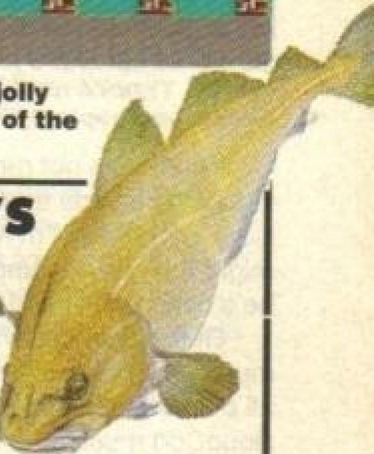
IT'S A FISH'S LIFE

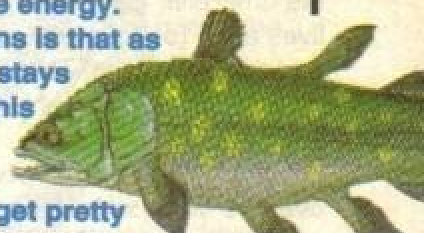
RoboCod is such a large game that you get a decent number of lives at the beginning. Five, to be accurate. And if you accidently hit a baddy or fall on a dangerous pointed thing, you don't lose one of those lives instantly. Instead, you just lose some energy.

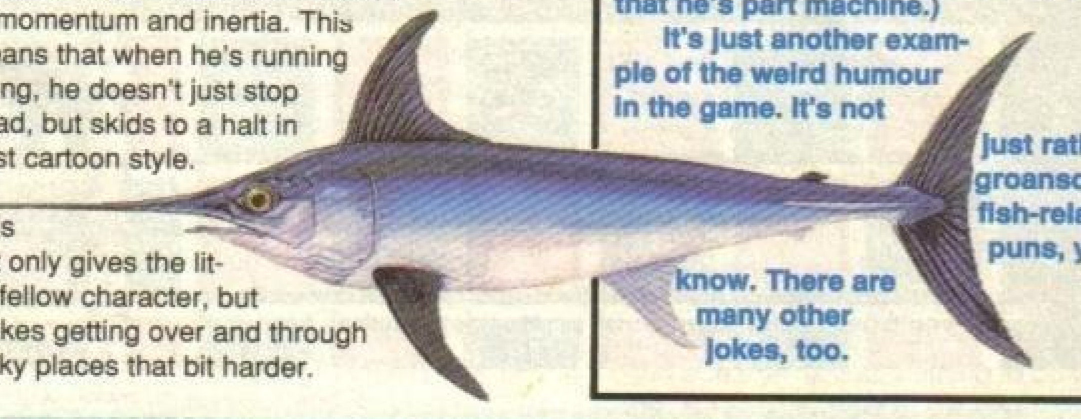
What this means is that as long as RoboCod stays out of trouble (as his uncle, RoboCop would say), he should be able to get pretty far into the enormous game awaiting him. Especially if he collects the odd extra life as well.

And, rather interestingly, all our fishy chum's lives are shown in a unique way. A piccy of RoboCod is always on view at the bottom left of the screen. His fingers show the number of energy points you've got left on the current life. In his other hand, there is a pile of batteries. These show the number of lives left. (Don't ask me why they're batteries. It might be something to do with the fact that he's part machine.)

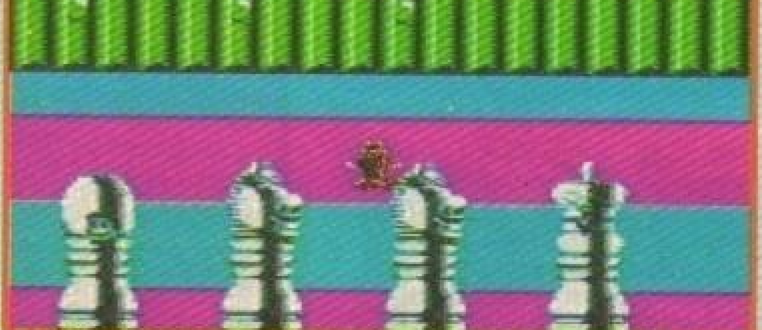
It's just another example of the weird humour in the game. It's not just rather groansome fish-related puns, you know. There are many other jokes, too.

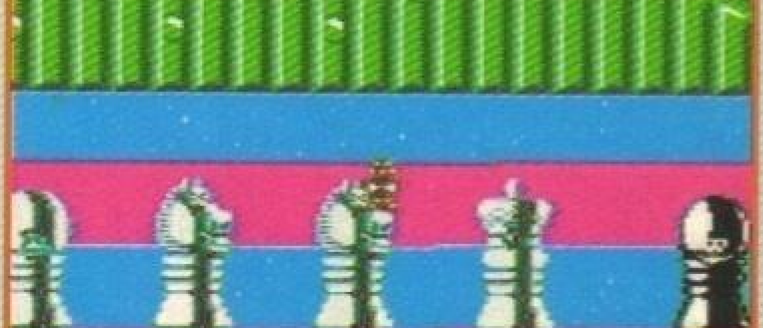


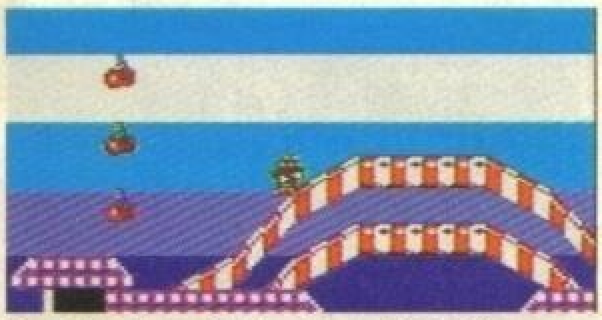




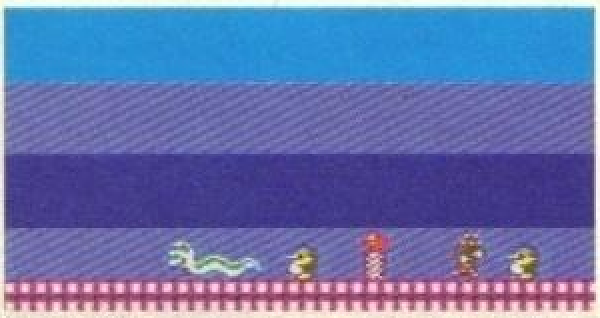
time. Curl up and bomb the swines, that's the answer! (To most of RoboCod's problems, in fact.) And a jolly good answer it usually is!



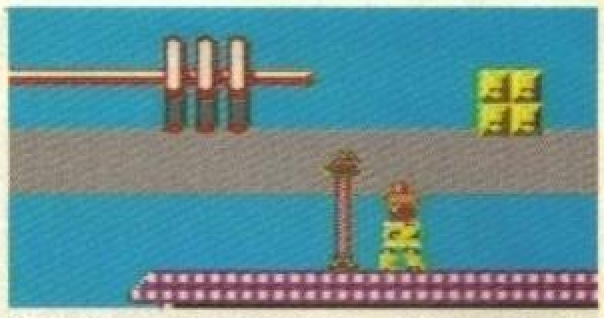




No tricks here. It's just a weird-looking bridge. There's no time to waste, so rush over it and explore the next bit.



Hooray! There are the two penguins and the exit. Collect them, the bulb on top will light up and you're home. On to the next level.



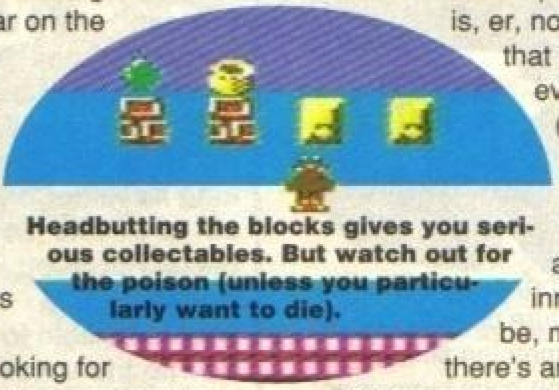
Time for some wait training. Wait training! Get it? (*No. Ed*). Bah! I'm completely fed up with trying to do *RoboCod*-style puns.

When he's not running anywhere, RoboCod stands and jiggles from side to side. Why? Well I'm not exactly sure. But it might have something to do with the fact that he's dead sweet and adorable or something.

Getting through the game depends very much on what you are able to collect. Strewn all over the place are little blocks in the air. RoboCod must jump up, hit his head against the underside of these and dislodge the goodies, which then appear on the top of the blocks.

Useful ones to get are the umbrella, the extra lives ankh (of course) and the aeroplane. This is a superb bit of graphical achievement, and looks excellent as it buzzes over the level, with Robo peeping out of the front, looking for those vital penguins. The plane makes short work of the platforms, because it can go anywhere, climbing and diving like an, er, crazy climbing, diving thing.

Of course, most of the other collectables just give you loads of points, but occasionally the blocks chuck out a bottle with a little skull on it. What do you think it could be? Yes, it's a bottle of poison. Collect it and that's a life you've lost. And it serves you right for being too enthusiastic.



Headbutting the blocks gives you serious collectables. But watch out for the poison (unless you particularly want to die).

At this point, you might be wondering if there is anything at all about *RoboCod* which is below par. The answer is, er, not really. I'm pretty sure that it's the biggest game ever to be seen on the 64 (there are 10 absolutely massive levels, and the compression techniques to get them into the 64 are completely new and innovative. They'd have to be, mind you, because there's an awful lot going on.

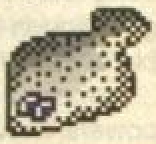
> 64 version runs more smoothly than the ST version

If I was pressed, I'd say that the backgrounds are a bit drab. On many of the levels the colours are weird pastels, which are a bit miserable considering the generally cheerful humorous outlook of the game. It's not a big problem, but it's something that you start to notice if you're in a mega-big playing session.

The idea that this is an exploring game rather than a get-past-the-baddies job works well. You do lose lives of course, because you can make a complete mess of getting past a spiky pit or over a Bertie Bassett alien.

The tune is as good as you'll hear on a 64. If you've heard the music to *RoboCop*, you'll recognise a vastly speeded up version at the beginning of *RoboCod*. Once you get into the game, a different tune starts up and plays throughout. It's one of those hummable little ditties that stays in your brain for days, and gives you flashback nightmares after you've gone to bed and it's all quiet.

The graphics have captured the 16-bit style well. Cod himself is a bit small to see clearly, but does everything he's meant to. And that goes for the whole game. Rush trout on your mountain pike to the shops and buy it.



JAMES LEACH

Game	***James Pond 2: RoboCod***
Publisher	***Millennium***
Cassette	***£11.99***
Disk	***£15.99***
Release	***August***
Contact	***0223 421 526***

POWER RATING

THE DOWNERS...

- Are the backgrounds really as nice as the rest of it? No.

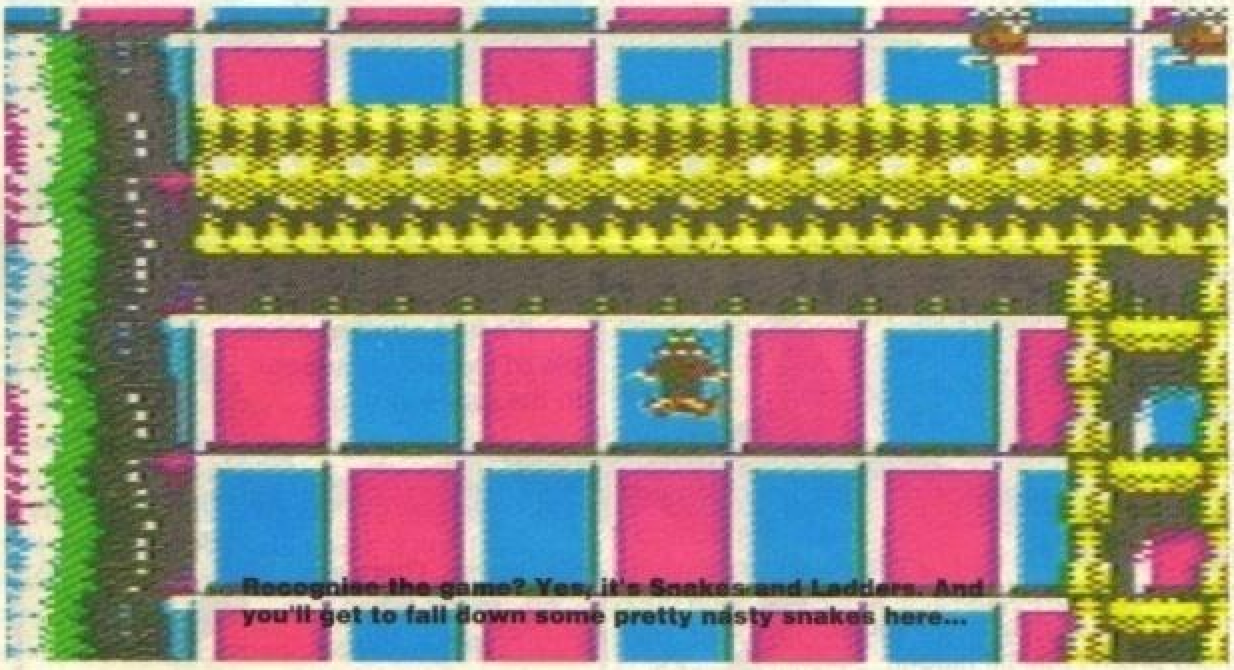
100

90%

0

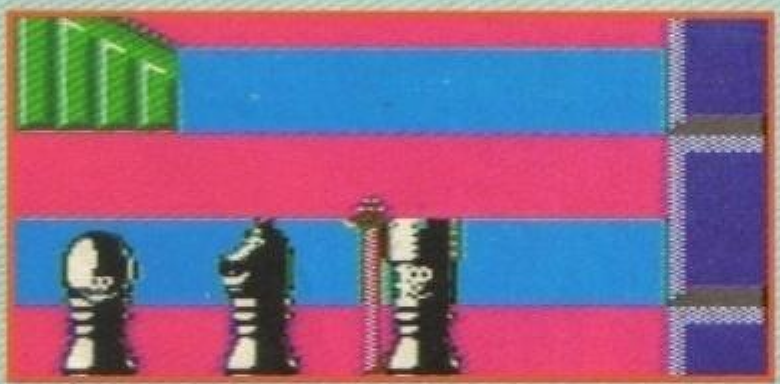
- **It's as fast as any platform-style game you'll find around at the moment.**
- **It's very smooth with its eight-way scrolling (smoother than the ST version!).**
- **The size of it is immense; as big as the Amiga version, and with all the same things in.**
- **Absolutely loads of secret rooms and hidden things.**
- **The sound is rather pleasant, too.**
- **It's not just killing baddies, but exploration and the like as well.**
- **Loads of humour and cuteness make it amusing.**
- **He dances very well!**

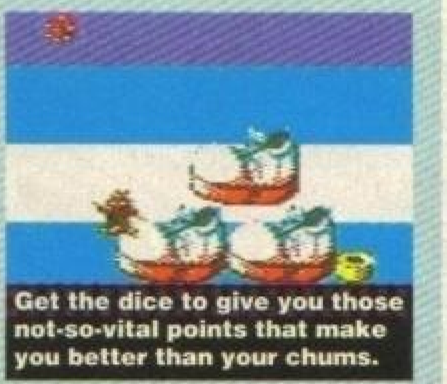
...AND THE UPPERS



...Recognise the game? Yes, it's Snakes and Ladders. And you'll get to fall down some pretty nasty snakes here...

He's got a weird fixation with chess-pieces, has Robo. Perhaps he likes the prawns.





Get the dice to give you those not-so-vital points that make you better than your chums.

Forget about the equinox. Save time and enjoy more games-playing hours in the day by writing to Andy Roberts at the address below.

Andy Roberts' GameBusters

CJ IN THE USA

(Codemasters)

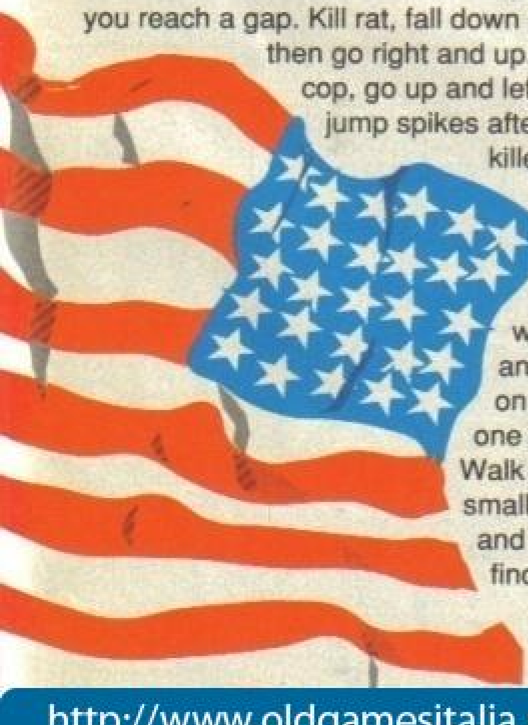
Thanks to Robert Brown of East Kilbride, we have the complete solution to level one (with levels 2, 3, and 4 to follow soon).

LEVEL 1 - From start, get bombs on right-hand platform, kill dog, and go up platforms until you come to a lift. Get on lift and let it take you to the top. Go up and left using the blocks, then stop on the last one and kill the cop. Jump across and shoot dog. Go down steps to the left and kill American footballer.

Go past all blocks and go down end passage at the right. Shoot crocodile, jump on to block (where the croc was) and kill rat. Go up blocks until you reach the top - bomb the crocodile and jump up. Now bomb the rat and the cop, jump over spikes, and fall down to platform at the bottom. Kill the crocodile, American footballer and the cop, then go left and jump on to the first platform. When the cloud approaches, jump and drop a bomb to kill it. Shoot the rat, then jump on to his platform.

Keep going until you reach the fourth platform, then jump on to moving block. When other moving block appears, jump on to it and get off at left-hand side. Go up and kill dog while moving right (using platforms). When you reach the platform with spikes in the middle, shoot rat, then jump up and bomb American footballers. Go right and follow wall upwards until you reach a gap. Kill rat, fall down passage, then go right and up. Kill the cop, go up and left, then jump spikes after you`ve killed the dog. Jump on to the first platform, walk left, and then fall on to small one below. Walk left off this small platform and you will find the first elephant (hooray!). Walk off the edge on to the next platform and go up through gap again. Go right and up, jumping the spikes as before, then jump on to the first platform and then up on to the one above. Go left, jump the spikes, and fall on to the small platform. Jump over spikes, jump left again, and then up. Go right. When you reach the end of the platform jump and bomb two dogs.

Go on to the second platform, jump the spikes, and walk to edge. Jump right on to thin platforms, then go on to moving platform and get off at the left. Now jump the spikes and get on to the platform above. Jump first set of spikes, kill the dog, then jump over the second set, and then the third. Kill the cop (if you haven`t already done so), then leap on to the platform above - jump left and land at the wall. Go up and left, then fall off the platform to rescue elephant number two (yippee!). Fall down the gap at the right (avoiding spikes), then fall down again and shoot the dog. Kill the next dog, then rescue elephant number three. Go down to the right, avoiding spikes, and cross the moving platforms as before until you reach the point where elephant number two was found. Do not fall down the hole here - instead go up on to the platform and up again. Kill the cop, then go to the far left and drift through the gap - fall down avoiding spikes. Kill the gang members and keep going right until you come to a hole. Fall down and push to the left... and prepare to meet the first guardian. Shoot and bomb the guy like crazy to kill him, then collect the map. Tune in next month for the low-down on levels 2 and 3.



£20 UP FOR GRABS

This month`s winner is Robert Brown. He`ll shortly be receiving a £20 Software voucher for his superb *CJ* solutions. If you want a slice of the action (and the chance to pick up £20 of software), send your maps, tips, POKEs, solutions, and life savings to: Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

EQUINOX

(Powerpack 15)

It seems that the solution for level 6, printed in *CF19*, was missing a couple of instructions. From the start, get the TELEPORTER CREDIT, L, use credit, R, D, get EXPLOSIVES, U, L, teleport, use explosives on rocks, R,U, L, and continue from `get DRILL` on the original solution. Many thanks to Jim `The Greek` Biddulph for pointing that out.

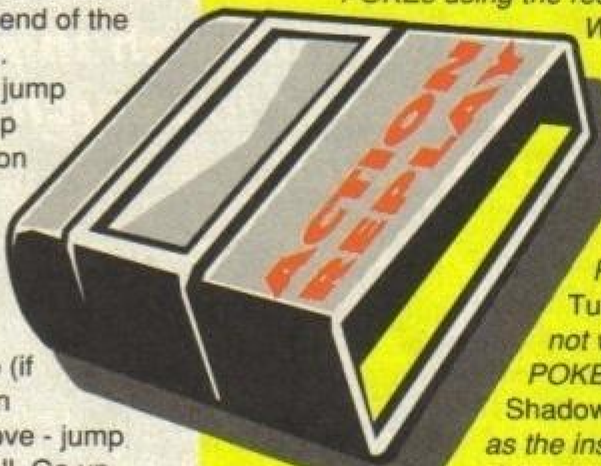
DEAR GAME BUSTERS

If you don't understand cheats, POKEs, or listings, or if you just can`t get one of our POKEs to work, write to us at: Dear Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

The first letter this month comes from Peter Reynolds from Helston...

"I have just purchased an Action Replay cartridge for my son. We have found that the `Pokefinder General` works on some games but not on others, although some that didn`t work still gave the message `Installed`.

Can you please explain how to install POKEs using the reset button. We have been successful using the freeze button to install POKEs (eg Turrican), but not with the reset POKEs for Shadow Warriors, as the instructions said to reset the game and not freeze it'.



The pokefinder has a success rate of about 80% to 90%, but some games use sophisticated techniques to get round the pokefinder - this means that the `Installed` message will appear but the POKEs don`t work. Cartridge POKEs and reset POKEs are slightly different: reset POKEs are followed by a SYS statement, which is needed to restart the game, while cartridge POKEs have no SYS statement, as the game can be restarted from the Freeze Menu. To use a reset POKE with an Action Replay, merely ignore the SYS statement (and FREEZE the game as opposed to using a RESET).

The second query this month concerns disk listings, and comes from Peter Montgomery from Macclesfield...

"Please can you help me? I`ve just got a disk drive, you see, and I need to find a way to get the listings to work on a disk, ie Turbocharge. Is it something to do with the `SYS` command at the end?"

In a word, no. Cassette and disk games use completely different loading systems, and as the listings are based directly on the loaders, it`s impossible to use a cassette POKE on a disk game (or vice versa). However, we do try to give disk games equal coverage - check out the Framebusters page for living proof. And as far as *Turbocharge* is concerned, we`ll be printing a disk listing very soon.

MURRAY M

Rats! Rats! Rats! And more rats. Or should I say mice? This game sure is a real tough cheddar. But never fear, super sleuth Andy Roberts is here! Armed with an Edam and a couple of mouse-traps, he's ready to take you through this peculiar platformer, in search of the Mouse Mafia.

From the start: L, get SEWER KEY, R, R, R, R, open SEWER, D, get PLANK, R, hit SWITCH (torch), get SHARP SAW, D, get WOODWORMS, get MOUSE #1, U, L, L, D, use PLANK to bridge the gap, U, get PICKAXE, D, R, D, use WOODWORMS on DOOR, R, get CHEESE, get MOUSE #2, hit left-hand SWITCH, U.

Go U, L, L, D, use SHARP SAW on the PLANK, D, R, get MOUSE #3, L, use PICKAXE on the large stone, L, L, L, drop CHEESE next to the BIG MOUSE, L, U, R. In this next room, edge forward until the purple block moves down slightly - now get on the left-hand edge of the block and jump left into previous screen - some new platforms should have appeared.

Hit flashing switch on the ceiling to reveal a time-saving secret passage. Go R, R, get SHOVEL, U (go left into previous screen then jump right & up), hit SWITCH, R, touch CANDLE, D, get FROG'S LEGS, hit right SWITCH, get MOUSE #4, L, U, hit right SWITCH, D, get NEWT'S EYE.

Go R, fall down, L, L, L, get the MOUSE #5, R, lower block as before, then get on it and jump L, L through passage, U, R, drop the EYE and LEGS in the cauldron (stand on top of it to do this), L, D, R through the passage, R, R, U, L, get the PASSWORD, R, R, jump the gap and get the SPIDER, L, D, L, L, L through the passage, U, R, drop SPIDER in the cauldron, U, U, drop off to the right, R, get the TELESCOPE, L, U, use the TELESCOPE.

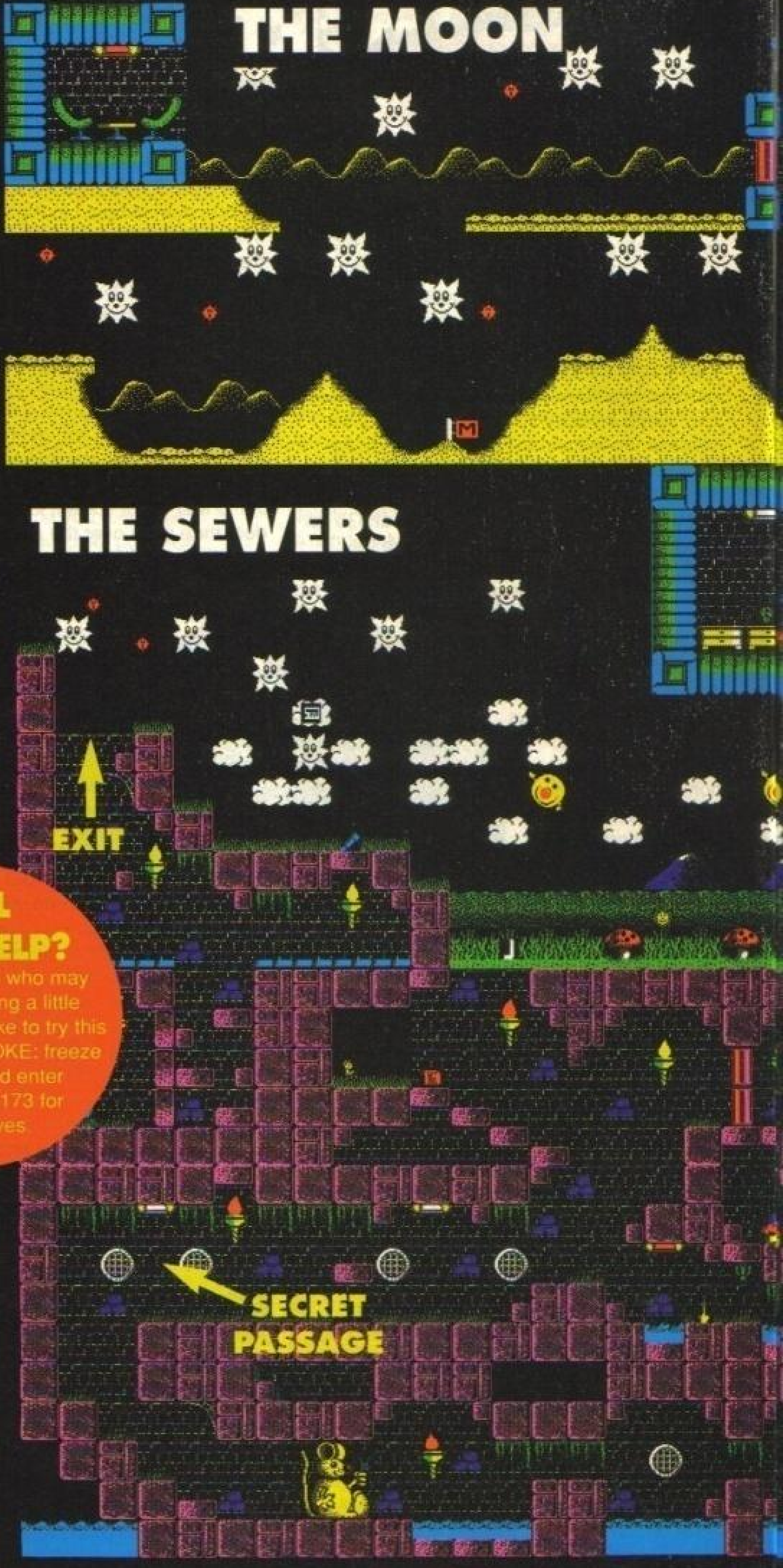
Jump on to rightmost star, walk right into next screen, get KEYCARD, jump left into previous screen, then jump up (using stars) to the Moon. Go R, R, R, U, R, R, drop down, R, get MOUSE #6, get BOILED EGG and immediately drop it, L, L, use SHOVEL on the blockage, D, R, use KEYCARD, get MOUSE #7, walk right to open passage, R, get STONE, L, L, L, L, get JUICY LEAF and MOUSE #8, R, drop down to earth.

Go R, R, D, R, R through passage, R, R, U, L, give LEAF to WORM, R, D, L, L L through passage, U, R, U, U, U to the Moon, R, drop STONE on the FLAG, R, R, U, R, R, R, get MOON DUST, R, R, stand on ROCKET and go up, walk to edge of the gap and use MOON DUST, then walk to the left of the screen and jump left (you'll see why).

Get the MOUSE #9, drop down through the gap, R, R, R, U, R, R, D, L, D, L, D, R, R, D, R, U, get MOUSE #10 and you've completed the game!

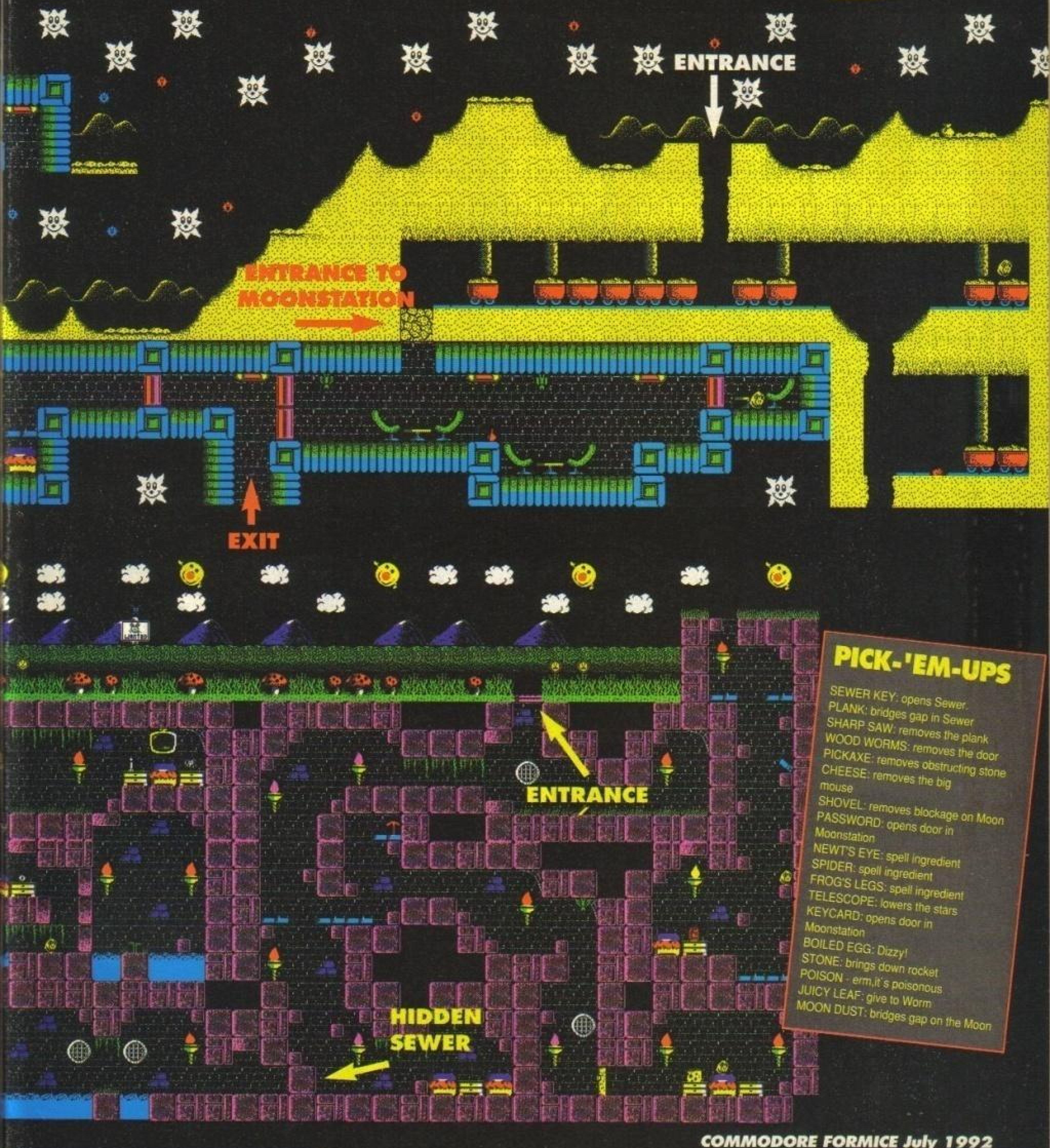
STILL NEED HELP?

For those of you who may still find the going a little tough, you may like to try this Action Replay POKE: freeze the game and enter POKE 6336,173 for infinite lives.



MOUSE

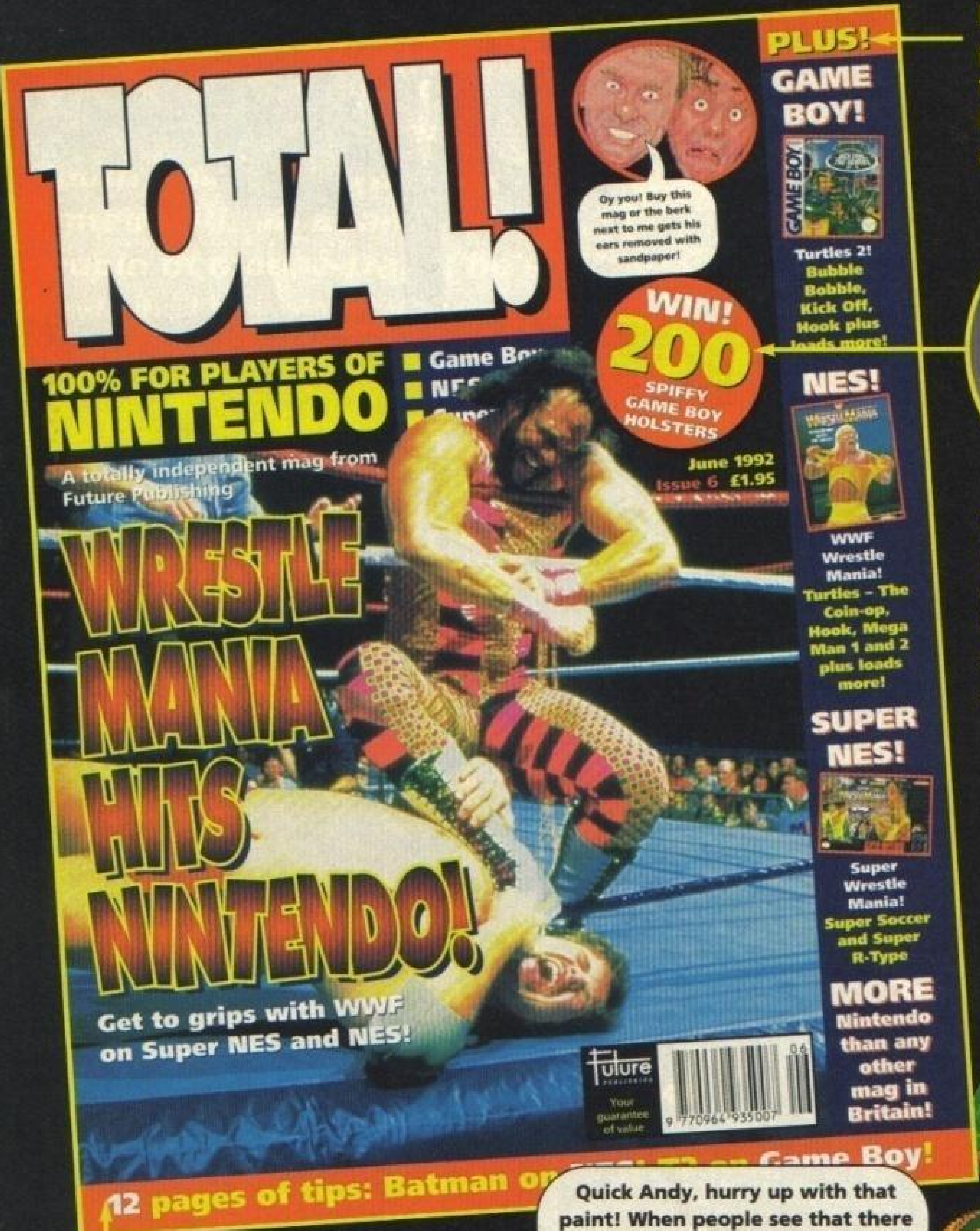
The Solution



PICK-'EM-UPS

SEWER KEY: opens Sewer.
PLANK: bridges gap in Sewer
SHARP SAW: removes the plank
WOOD WORMS: removes the door
PICKAXE: removes obstructing stone
CHEESE: removes the big mouse
SHOVEL: removes blockage on Moon
PASSWORD: opens door in Moonstation
NEWT'S EYE: spell ingredient
SPIDER: spell ingredient
FROG'S LEGS: spell ingredient
TELESCOPE: lowers the stars
KEYCARD: opens door in Moonstation
BOILED EGG: Dizzy!
STONE: brings down rocket
POISON - erm,it's poisonous
JUICY LEAF: give to Worm
MOON DUST: bridges gap on the Moon

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!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Yeah... shame you didn't have it a bit sooner, though – we've been spotted. Um, hi there potential reader person (gulp!)
Quick Andy, hurry up with that paint! When people see that there are real Turtles in the mag, they'll fall over themselves to buy a copy. What a great idea, eh? And it was mine, not yours but mine. My idea, mine! Hahahahaaa!

Got a Nintendo? Then get TOTAL! Issue Six is on sale right NOW!

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RAINBOW I

TOY ISLAND

SECRET BONUS: BOOK OF WINGS - PERMANENT FLIGHT

BALL

The ball comes in two forms. One is rather stupid and poses no real threat to Bub. The other, however, is a little more intelligent, and will check on the player`s position every time it bounces.

PUNCH

Fast moving, and occasionally awkward to dodge. It gets angry when Bub is on its level... that`s assuming it isn`t angry already!

MAGIC HAND

This Sumo-esque adversary hangs from strings and will bounce up and down until Bub gets near (much like the Spider). When this happens, the strings vanish and he will follow Bub around the screen - albeit slowly.

CLOWN

A little unpredictable, this fellow, as he often bounces up from the *bottom* of the screen. He then bounces around the screen at 45 degree angles, and is easily disposed of in this state.

WATER PISTOL

This is similar to the Werewolf , moving back and forth, frequently firing out a deadly blast of water.

OTHELLO

These usually appear in pairs (black & white), bouncing off each other when they collide. Relatively harmless otherwise.

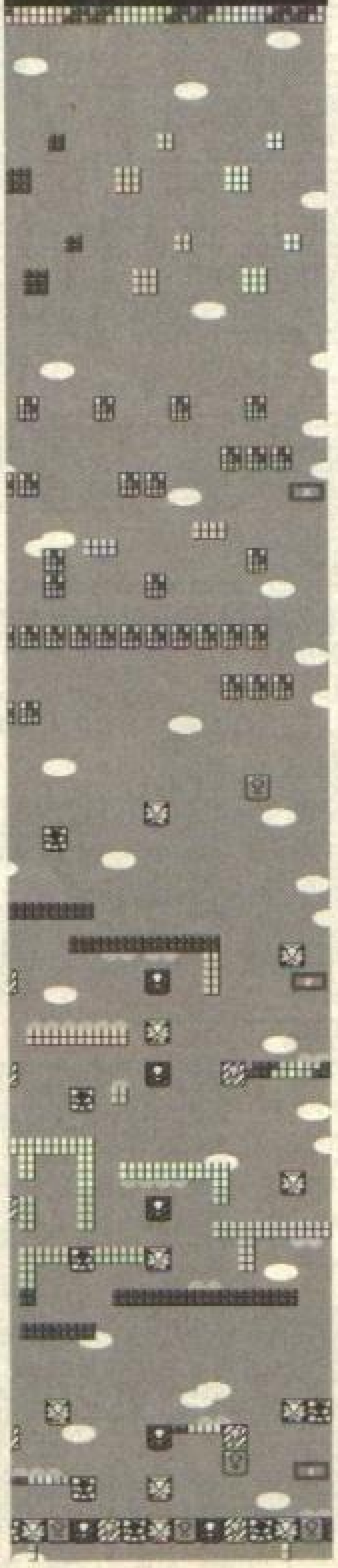
TOE-HOLD

Although this enemy doesn`t move, it has a wide and deadly range - and often blocks your path - which can be dangerous when the screen gets busy! They are also tricky to kill, so it`s often best to smoother them with rainbows.

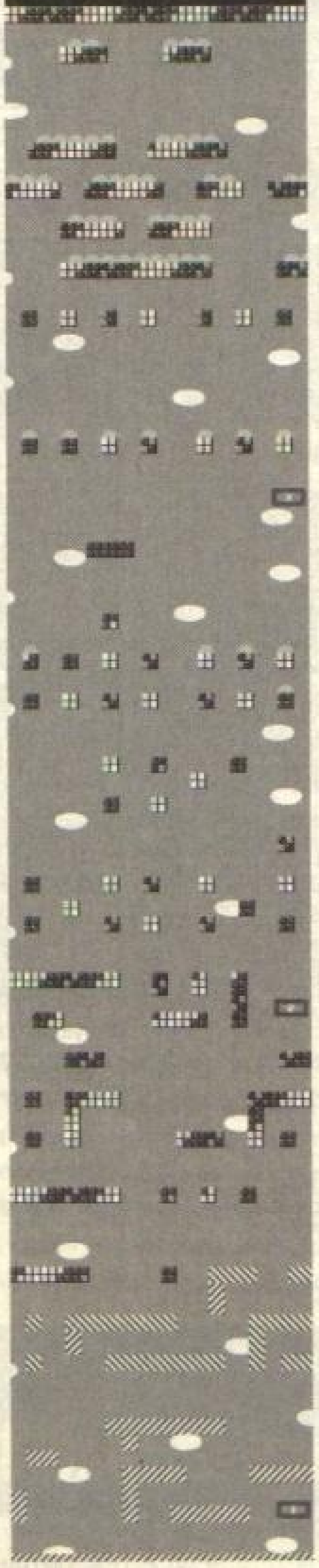
BOSS: BIG CLOWN

After the treacherous Dracula, this is child`s play! He bounces around at 45 degree angles, with four smaller clowns (*clones - Ed?*) following behind. If any of these small clowns are destroyed, the big clown will produce more. The easiest way to kill him is to walk back and forth across the bottom of the screen, firing repeatedly and dodging the bouncing clowns.

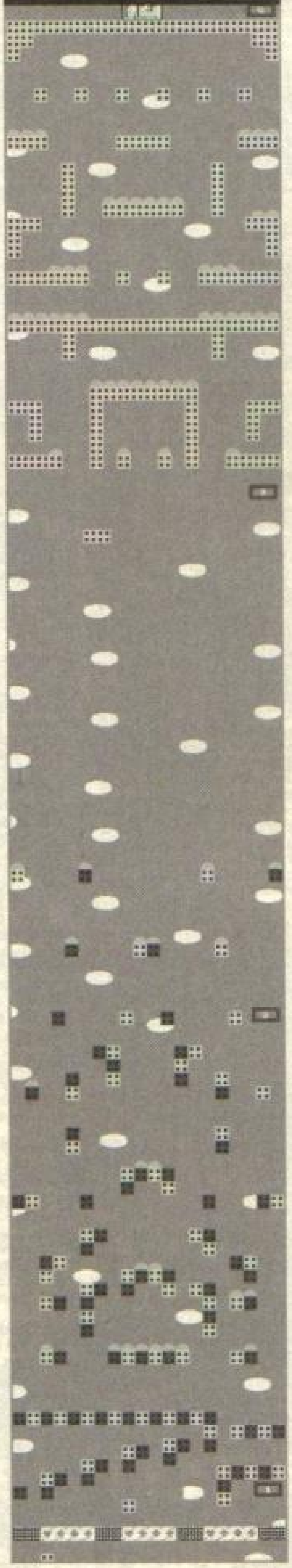
LEVEL 4.1



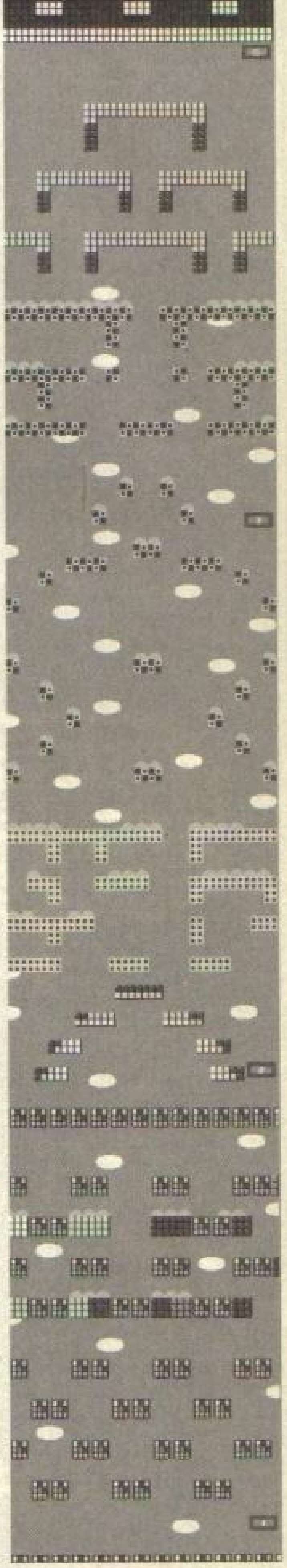
LEVEL 4.2



LEVEL 4.3



LEVEL 4.4



SLANDS PART 2

"Somewhere over the rainbow, weigh a pie," Judy Garland once sang. If you're not happy just knowing the mass of your comestibles and want to beat the best arcade conversion ever, then check out part two of Andy Roberts' ultimate guide to the ultimate game.

ARKANOID ISLAND

SECRET BONUS: BOOK OF CONTINUES - INFINITE CONTINUES

All the enemies on this island follow the same attack patterns, in much the same manner as the Arkanoid arcade.

CONES

The tamest of the bunch, these bounce slowly around the screen. Erm... and that`s about all they do.

CUBES

These too are relatively harmless, but often appear in groups of three or four... and in the most awkward of places.

PYRAMIDS

Fast and vicious, they often appear at the top of the screen and move at an alarming rate.

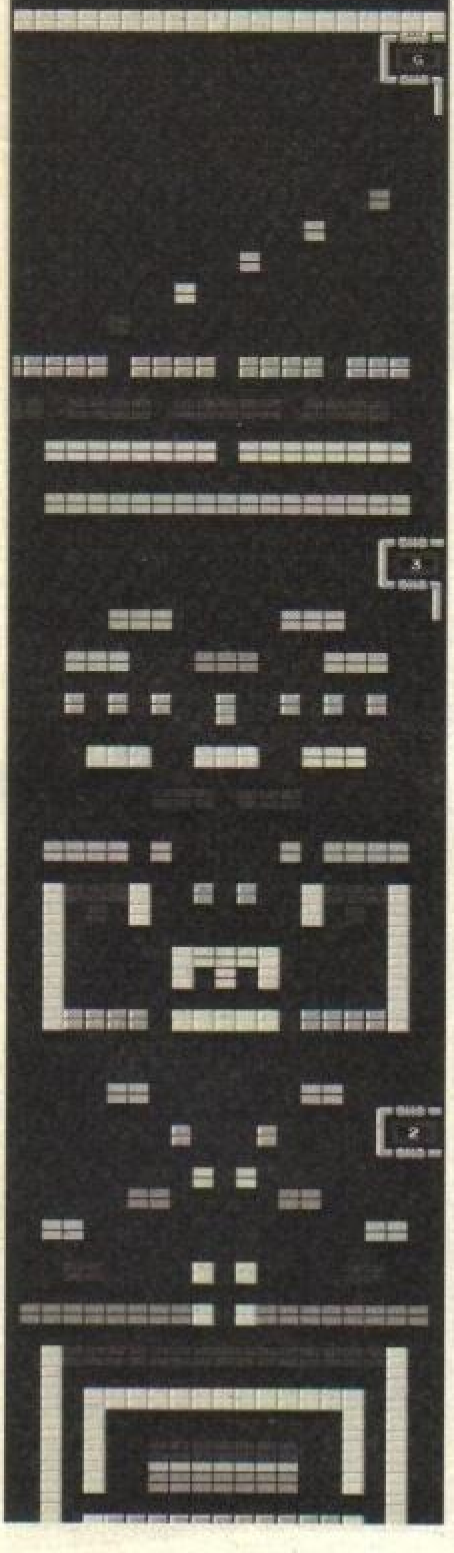
SPHERE CLUSTERS

These move quickly across the screen, and can be deadly when combined with pyramids - it`s often better to run than fight.

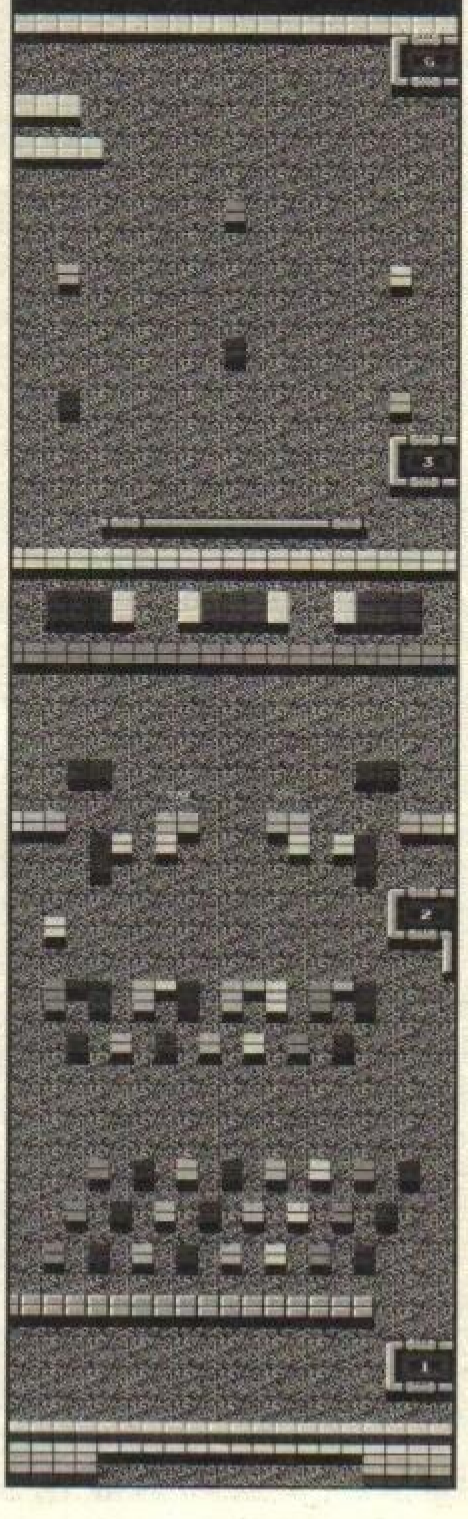
BOSS: DOH

Despite his arcade heritage Ol' Doh is quite an easy Boss to defeat, actually. He sits motionless in the centre of the screen, regularly firing out diamonds in Bub`s direction. The safest way to kill him is this; stand underneath him, then move left or right away from the diamonds - once safe, run back into the centre and blast him to smithereens.

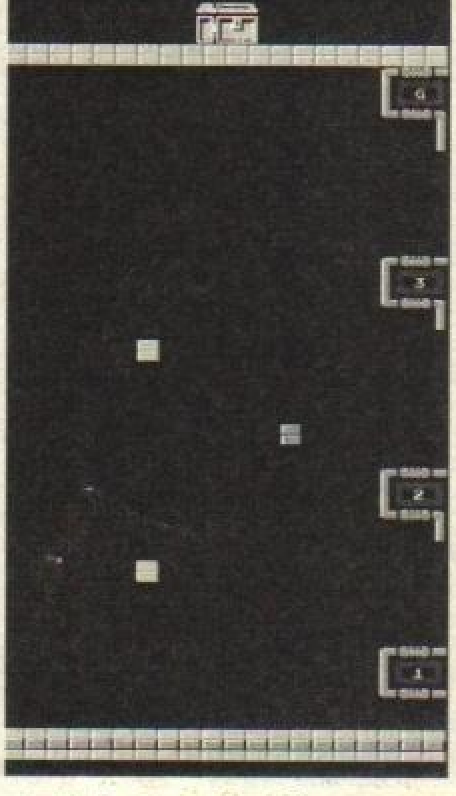
LEVEL 5.1



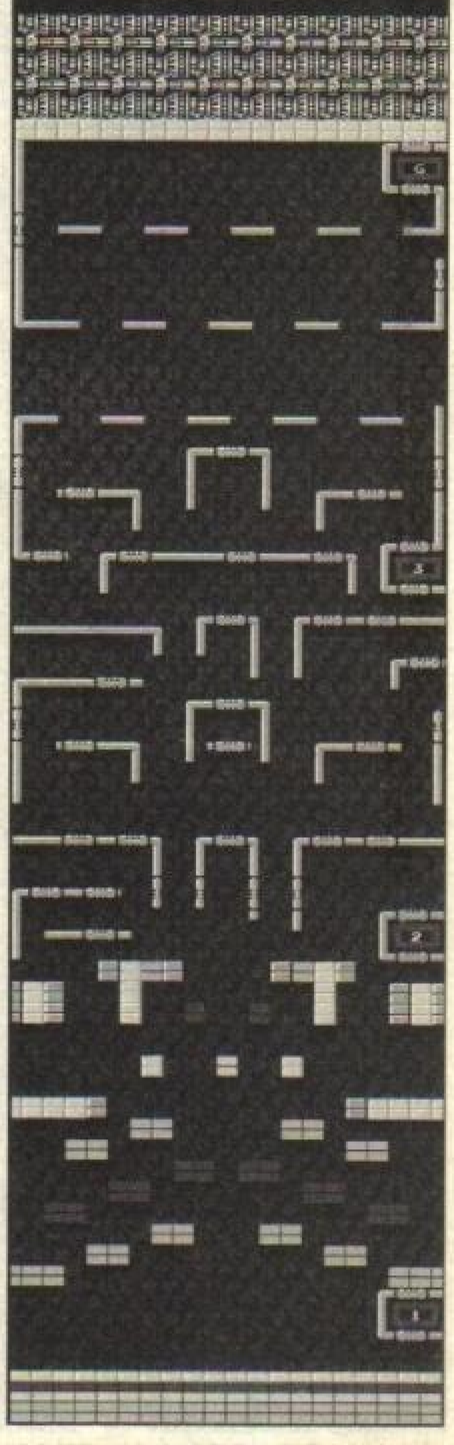
LEVEL 5.2



LEVEL 5.3



LEVEL 5.4



ROBOT ISLAND

PICK

This little chap is also similar to the Werewolf, patrolling his platform and frequently firing a bullet in Bub`s general direction.

PICKHEAD

It doesn`t fire bullets of any description, but moves very fast to compensate for this. His movement pattern is fairly predictable, however, so Bub shouldn`t have too many problems – it's a bit like the Crow from Insect Island.

BOLT

As with the Punch, this little blighter bounces about the screen and, more often than not, gets in the way with deadly consequences (like the punch).

NUT

This rolls along the platforms in Bub`s direction, falling off the edge when it reaches a gap. If it is below Bub, it will fly after him (similar to Insect Isle's Beetle).

WRENCH

Not exactly a formidable opponent, but it moves VERY quickly and awkwardly, often getting in the way – which wouldn`t be half as bad if it didn`t appear and disappear so suddenly.

ROBOT

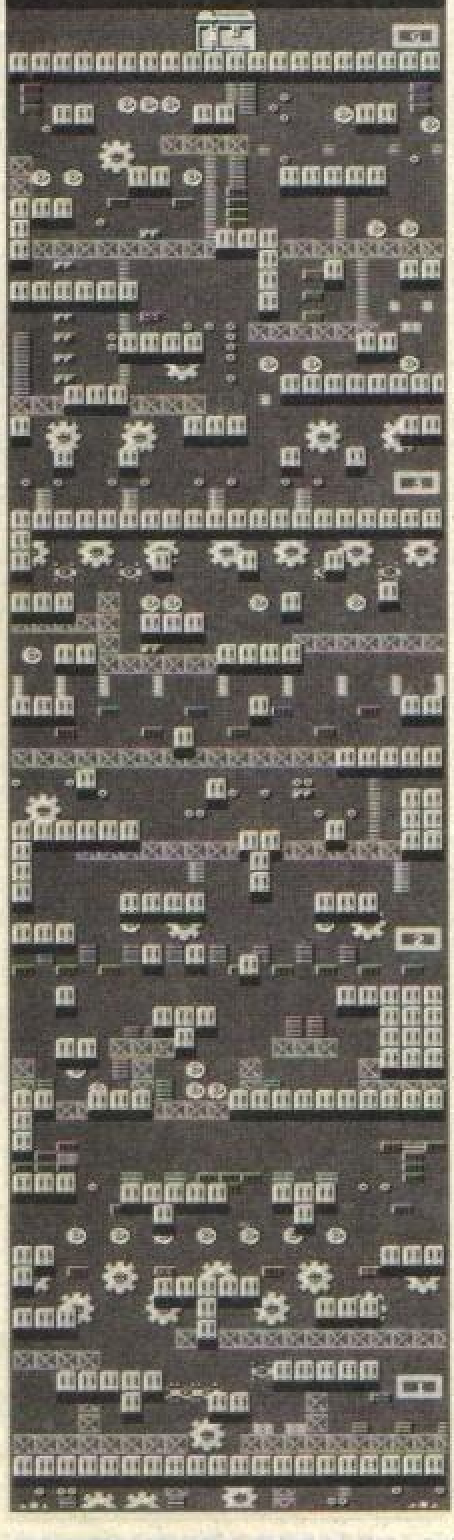
This is much the same as the Pick, but is far more aggressive (and fires almost twice as fast). In groups of two or three, these are lethal, so make sure you pick them off individually when you have the chance.

BOSS: BIG ROBOT

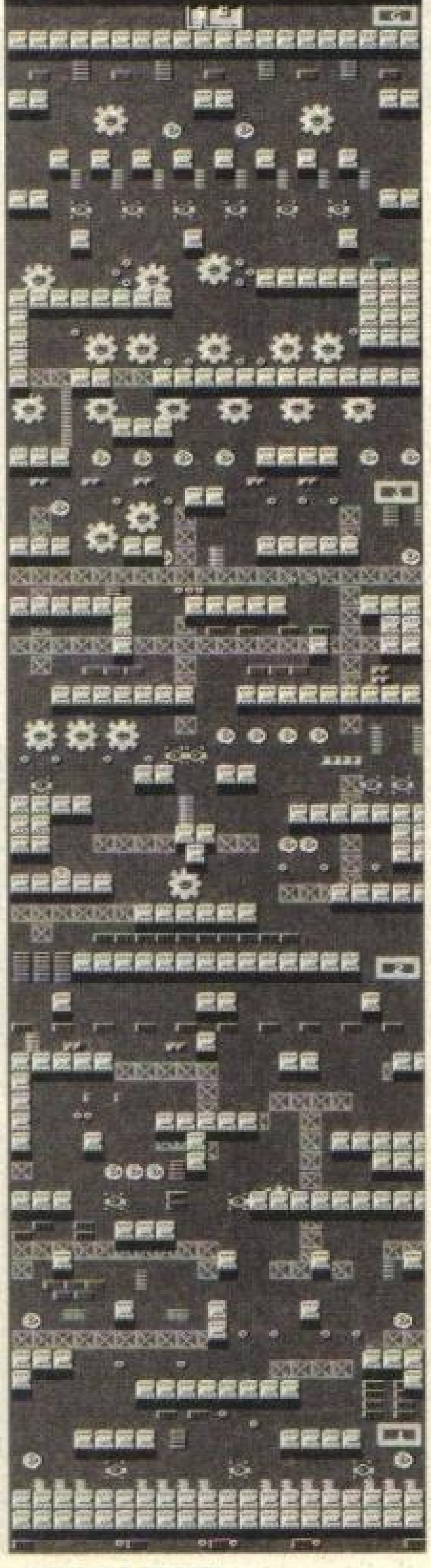
This end-of-level guardian is very, very tough. It follows a similar pattern to the Helicopter Boss on Combat Island, homing in on Bub`s height at regular intervals. It fires out fireballs from its head, as well as shooting fists in your general direction. The safest way to kill the Big Robot is to stay behind it, laying traps as you go (which should then be broken as it turns to face you). When you first enter the room he's facing to the right – take advantage of this and try to lay some traps to soften him up.

SECRET BONUS: PEACOCK FEATHER – PERMANENT GUARDIAN ANGEL

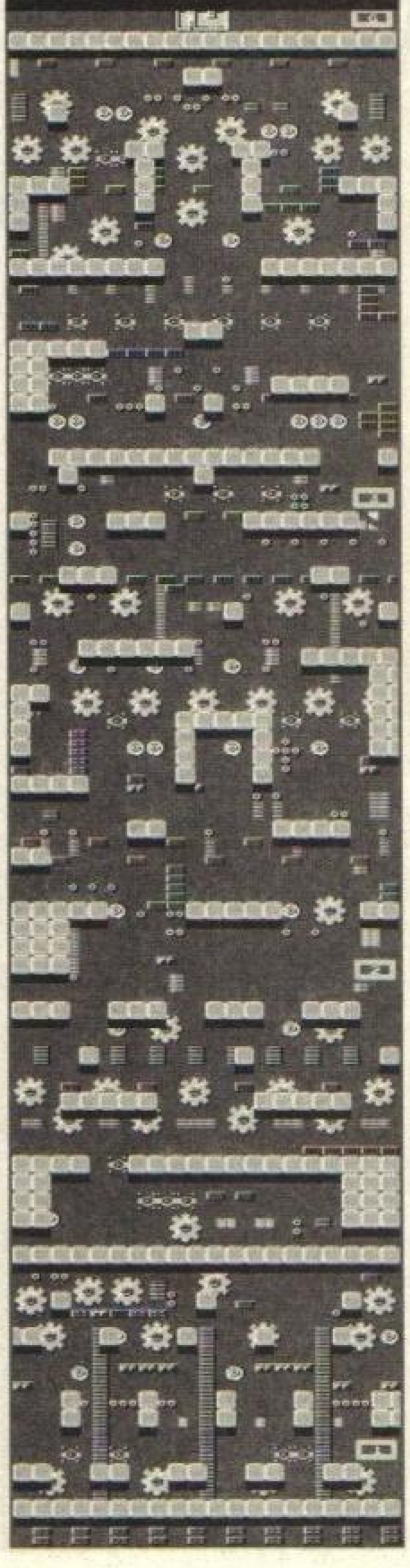
LEVEL 6.1



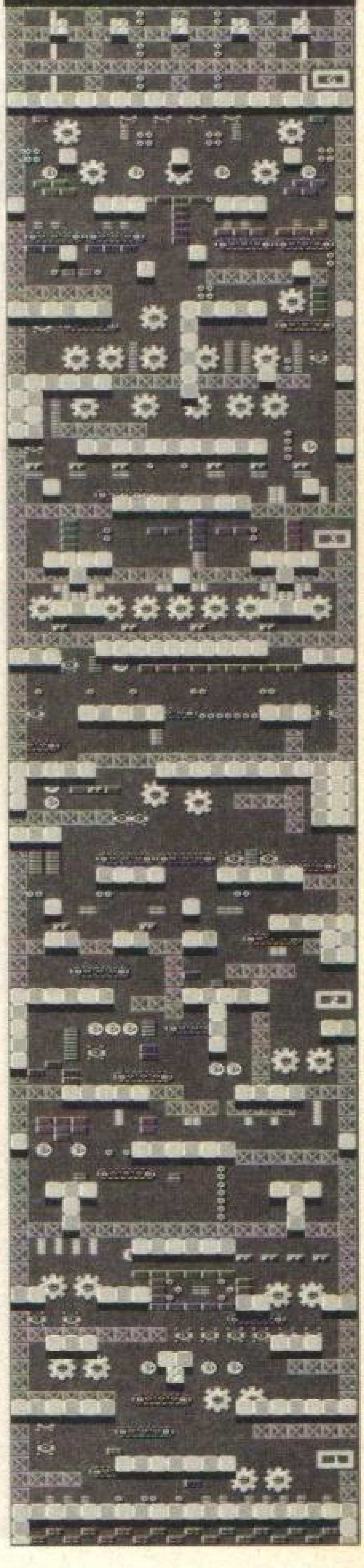
LEVEL 6.2



LEVEL 6.3



LEVEL 6.4



DRAGON ISLAND

PSYCROPUS

Again this is similar to the Werewolf, but it shoots spiky balls instead. It's extremely docile and slightly dim, often shooting in the wrong direction!

GOLD KNIGHT

This is much smarter than the average Monster Island Werewolf. If Bub is above him it will jump up to his level and then shoot a flame towards him.

DRAGON

This fearsome Dragon follows a movement pattern similar to that of the Crow on Insect Island, but stops regularly to shoot a fireball at Bub - so it's more deadly. It's therefore not advisable to hang around for too long when one of these creatures appears on screen.

GOVELDNITE

These patrol the platforms, chasing after Bub whenever he gets too close. Towards the end of the game, they begin to fire faster and faster. So avoid them at all costs unless you want to die horribly and restart the round!

SLIME

This is similar to the Robot Island Nut. It rolls along platforms and falls down any gaps.

BOSS: BIG DRAGON

You would expect the last Boss to be tough, wouldn't you? Well, wrong, he`s totally impossible! Although he doesn`t move particularly quickly, his flame-breath is simply enormous, and deadly.

As with the Dracula Boss, the best thing to do is to keep to the outskirts of the screen, laying and crushing rainbow traps as you progress.

SECRET BONUS: SEVEN BIG MONEY BAGS 100,000 POINTS EACH

RESTART TIME!

The numbered boxes on the right-hand side of each level are the restart positions. If Bub dies, he's returned to the last restart point passed that round. When restarting from point one, Bub will have 80% of time to reach the top, from point two this is cut 50% and from point three it's a mere 30% of the total time limit.

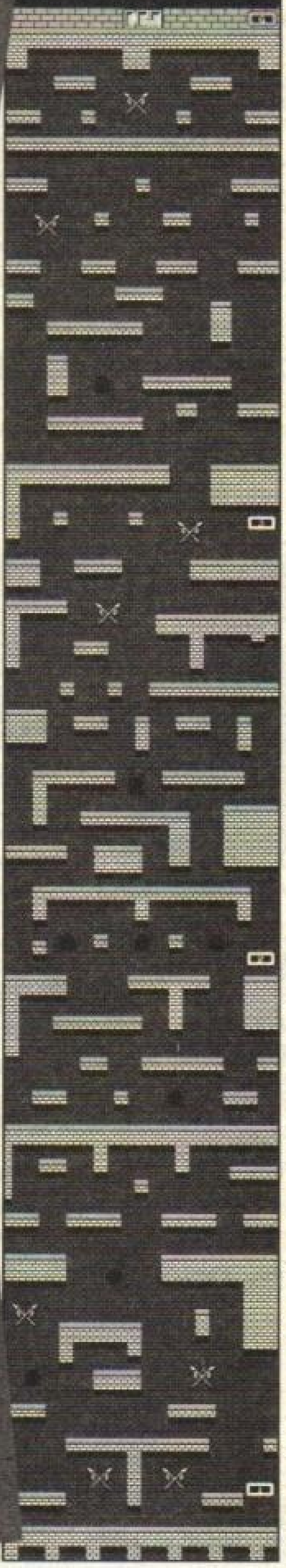
TIME OUT!

As the *Rainbow Islands* are sinking Bub must clear them all before they are flooded. The time limits for each island are shown below:

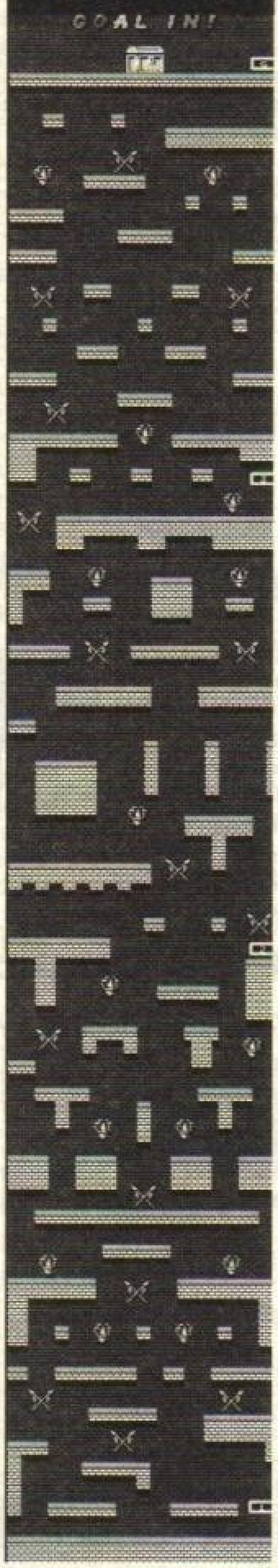
(Island) 1 (level) 1= 55 seconds **1-2** = 50, **1-3** = 60, **1-4** = 55, **2-1** = 40, **2-2** = 40, **2-3** = 100, **2-4** = 60, **3-1** = 90, **3-2** = 105, **3-3** = 120, **3-4** = 165, **4-1** = 100, **4-2** = 75, **4-3** = 100, **4-4** = 100, **5-1** = 60, **5-2** = 35, **5-3** = 20, **5-4** = 23, **6-1** = 150, **6-2** = 150, **6-3** = 100, **6-4** = 130, **7-1** = 170, **7-2** = 90, **7-3** = 100 and **7-4** = 150.

If the time limit expires before Bub's clear, then a 'Hurry' message warns you that the water will start rising eight seconds later.

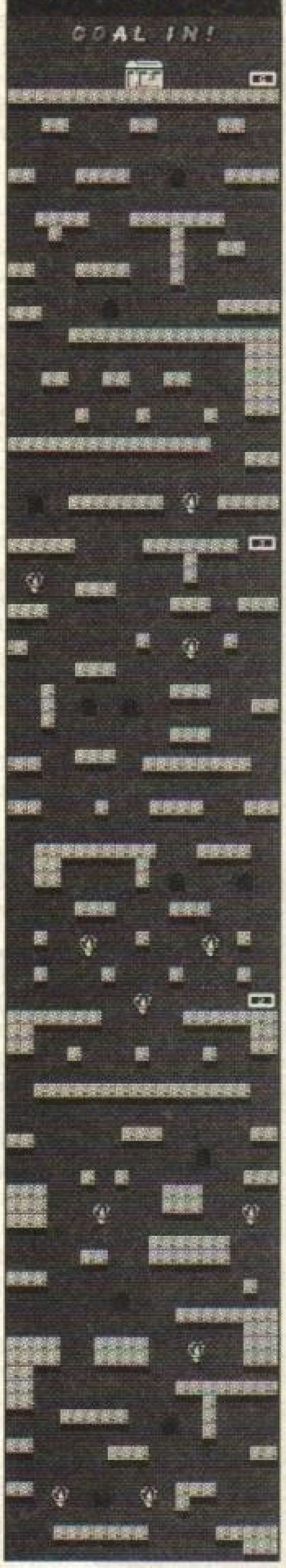
LEVEL 7.1



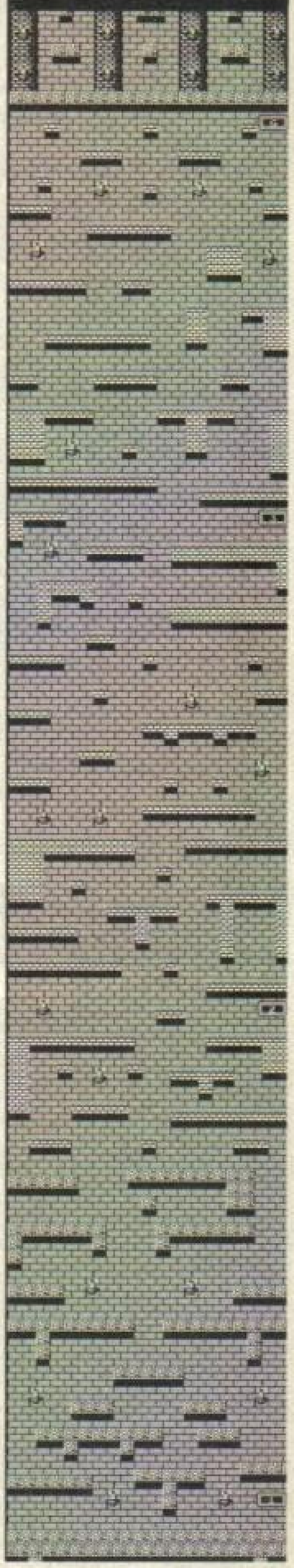
LEVEL 7.2



LEVEL 7.3



THE END



SAMARITAN'S CORNER

FRANKENSTEIN JNR

(CodeMasters)

A veritable heap of people are losing sleep over this irksome game, such as Graeme Nicholson, Gary McCready, Tammy Pringle, Christopher Storey, Paul Chapman, John Ford, Antony Proctor, Gareth Williams, Christian Adair, and Andrew Still - which is why we`ve lovingly sculpted this infinite energy listing.

```
0 REM FRANKY CHEAT BY M PUGH
1 FOR X=272 TO 343:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7589 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 272
10 DATA
032,044,247,169,005,141,060,003
11 DATA
141,064,003,169,004,141,062,003
12 DATA
032,108,245,162,000,189,168,004
13 DATA
157,168,002,189,168,005,157,168
14 DATA
003,232,138,208,240,169,032,141
15 DATA
061,003,169,074,141,062,003,169
16 DATA
001,141,063,003,076,168,002,072
17 DATA
077,080,141,014,221,169,173,141
18 DATA
147,019,169,255,141,118,047,096
```

GOLDEN AXE

(Virgin Games)

For those of you who missed the cheat printed in *CF13*, such as Matthew Whitfield, Vincent Johnson, Lee Abols, Veemish Jowaheer, Neil Wilson, Jason Robinson, and James Nutbeam, here it is again. Pause the game using the RUN/STOP key, then simply type in :[or]; to load the next level. Voila!

FLIMBO'S QUEST

(System 3)

Vincent Johnson, Michael Coxon, Paul Holmes, Alex Irwin, Ludovico Ricciard, and Michael Berry all wrote in for some help with this tough little beast. If you`re struggling as well, type in this listing and infinite lives and time will be yours.

```
0 REM FLIMBO CHEAT BY WAZ
1 FOR X=512 TO 574:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7309 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 512
10 DATA 032,086,245,169,032,141,184,003
11 DATA 169,021,141,185,003,169,002,141
12 DATA 186,003,076,081,003,141,032,208
13 DATA 169,032,141,127,169,169,040,141
14 DATA 128,169,169,002,141,129,169,096
15 DATA 072,173,162,034,201,198,208,010
16 DATA 169,165,141,162,034,169,173,141
17 DATA 053,019,104,141,032,208,096
```

MONTY PYTHON

(Virgin)

If it`s a cheat you`re after, like Stephen Holt and Christopher Dibble, try this. Enter your name as ANNE CHARLESTON. (make sure you include the full stop) on the hi-score table for infinite lives. And in case you were wondering, Anne plays `Madge` in Neighbours (so I`m told).

RICK DANGEROUS

(Kixx)

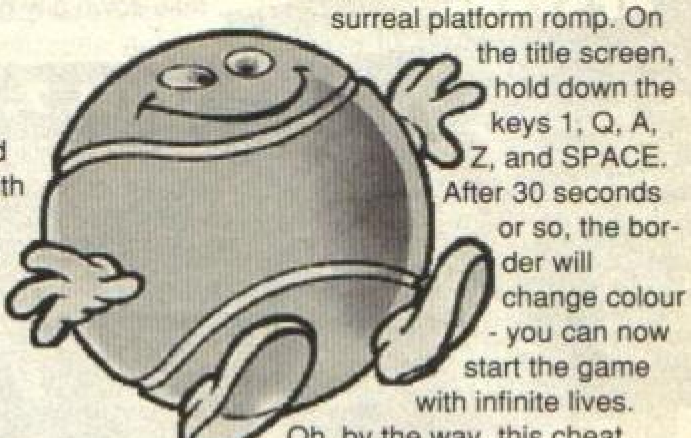
Rick`s first arcade outing is no picnic by any means, especially on the Egyptian level. So here we have an infinite lives POKE especially for Nicholas Deeney, Kane McNaughton, I. Sattar, Craig Watt, Scott McMala, James Green, Brad Langford, Mark Osborne, and Bobby Shek.

```
 0 REM RICK D CHEAT BY WAZ
   1 FOR X=543 TO 591:READ Y:C=C+Y:POKE
   X,Y:NEXT
   2 IF C<>5989 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,076
13 DATA
141,214,224,169,072,141,215,224
14 DATA 169,002,141,216,224,032,191,003
15 DATA 096,169,240,141,157,014,108,022
16 DATA 000
```

BOUNDER

(Gremlin)

Here is an idiot-proof cheat for lovers of this surreal platform romp. On the title screen, hold down the keys 1, Q, A, Z, and SPACE. After 30 seconds or so, the border will change colour - you can now start the game with infinite lives. Oh, by the way, this cheat won`t work on some versions of the game - so bad luck.



RENEGADE

(Hit Squad)

As promised in last month's issue and especially requested by Andrew Sands, Thomas Briggs, Ian Edwards, David Thompson, Robert Hickley, and David Dancy, here's an infinite lives and time listing for the re-release version of *Renegade*.

```
 0 REM RENEGADE CHEAT BY WAZ
  1 FOR X=384 TO 426:READ Y:C=C+Y:POKE
  X,Y:NEXT
  2 IF C<>4845 THEN PRINT "DATA
 ERROR":END
 3 POKE 157,128:SYS 384
 4 DATA 032,086,245,169,144,141,246,003
 5 DATA 169,001,141,247,003,076,167,002
 6 DATA 169,157,141,117,009,169,001,141
7 DATA 118,009,076,000,008,169,165,141
8 DATA 253,140,141,129,150,141,178,154
9 DATA 076,013,008
```

OOPS!

The **ROBOCOP** listing printed in *CF20* has been causing major strife - not surprising, as line 21 was... erm... missing. Oops, sorry folks. So, simply add this extra line - `21 DATA 168,076,000,128` - and life hopefully will return to normal. Umpteen squillion thanks to Martin Pugh for pointing out that teensy error.

DESPERATE

Don`t lose your rag, if you`re desperate for help with any C64 game. Just jot down your plea on a postcard/stuck down envelope and send it to: Samaritan`s Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. And remember, we`re here to help.

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POWER PACK

ANT ATTACK

This utterly huge and decidedly odd arcade romp starred on Powerpack 20. Now it is made much easier thanks to a nifty Pugh POKE - type it in and RUN it for infinite everything. Well everything except prisoners and a large can of bug killer.

```
0 REM ANT ATTACK CHEAT
BY M PUGH
1 FOR X=511 TO
544:READY:C=C+Y:POKE X,Y:NEXT
2 IF C<>3413 THEN PRINT"DATA
ERROR":END
3 POKE 157,128:SYS 511
4 DATA
032,086,245,169,014,141,207,003
5 DATA
206,208,003,096,072,077,080,169
6 DATA
002,141,113,009,169,030,141,239
7 DATA
004,076,230,003,206,118,013,076
8 DATA 027,008
```

MAZE MANIA

And for this tricky tile-tripping tester, try this POKE for infinite blue blobs (lives, in fact).

```
0 REM
MAZE
MANIA
CHEAT BY M
PUGH
1 FOR X=517 TO
571:READY:C=C+Y:POKE X,Y:NEXT
2 IF C<>5598 THEN PRINT"DATA
ERROR":END
3 POKE 157,128:SYS 517
10 DATA
169,018,141,040,003,169,002,141
11 DATA
041,003,032,086,245.169,032,141
12 DATA
178,002,169,002,141,179,002,096
13 DATA
072,077,080,169,032,141,222,003
14 DATA
169,051,141,223,003,169,002,141
15 DATA
224,003,032,069,003,096,238,032
16 DATA 208,169,173,141,175,043,096
```

FRAME BUSTERS!

This month`s batch of POKEs is dedicated to Thalamus` HITS 2 compilation, with listings for both cassette AND disk users.

SNARE

Here are a couple of useful listings - type the appropriate POKE in and RUN it for infinite lives, plus the ability to skip levels (press SPACE and then Q).

```
0 REM SNARE CHEAT BY WAZ
1 FOR X=543 TO 601:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7554 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 585,198
4 INPUT "SKIP LEVELS Y/N";B$
5 IF B$="N" THEN POKE 590,140:POKE
595,240
6 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,076
13 DATA 141,214,192,169,072,141,215,192
14 DATA 169,002,141,216,192,032,191,003
15 DATA 096,169,165,141,035,158,169,102
16 DATA 141,218,157,169,241,141,219,157
17 DATA 108,022,000
```

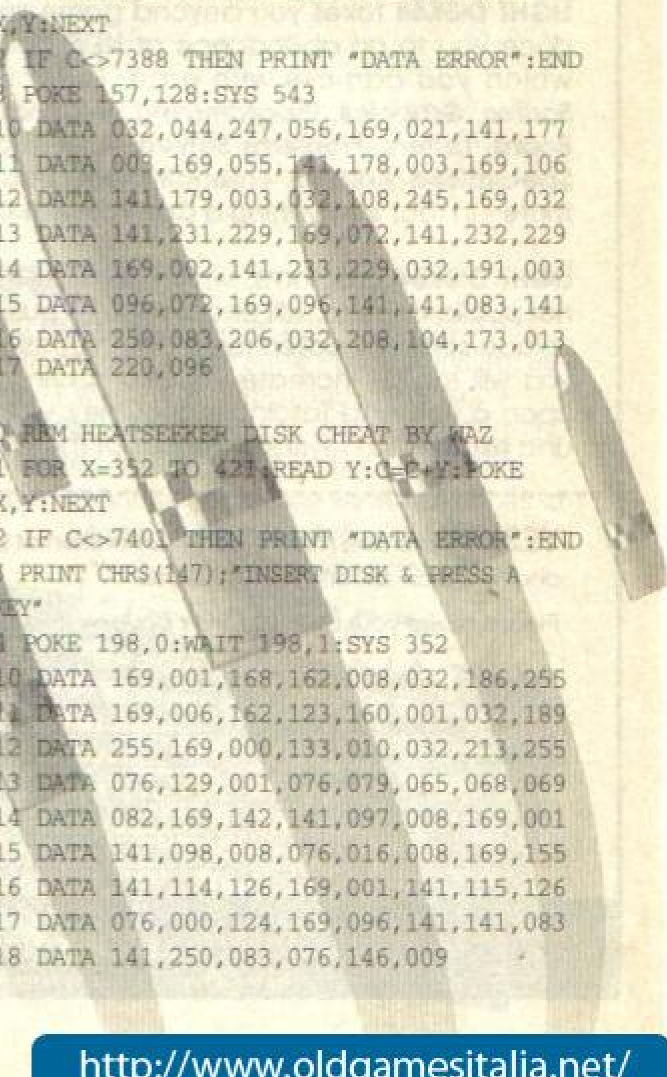
RETROGRADE

Dan Damage is made even tougher thanks to these listings - they offer infinite lives, but all weaponry is completely free too!

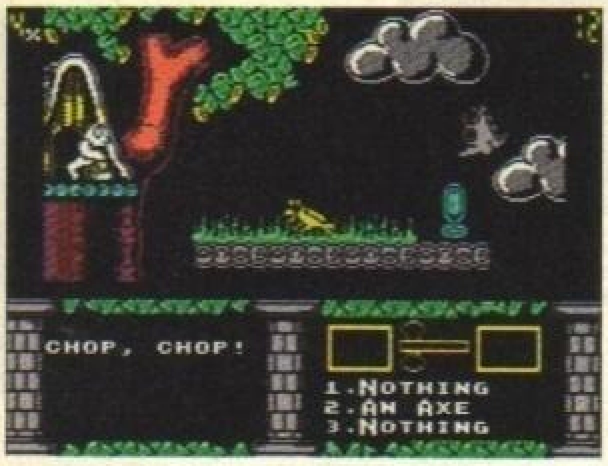
```
0 REM RETRO CHEAT BY WAZ
1 FOR X=543 TO 609:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=384 TO 417:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>12101 THEN PRINT "DATA
ERROR":END
4 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 385,24
5 INPUT "FREE WEAPONRY Y/N";B$
6 IF B$="N" THEN FOR X=389 TO 400:POKE
X,234:NEXT
7 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,076
13 DATA 141,214,192,169,072,141,215,192
14 DATA 169,002,141,216,192,032,191,003
15 DATA 096,169,085,141,184,016,169,002
16 DATA 141,185,016,076,000,016,169,128
17 DATA 141,179,128,169,001,141,180,128
18 DATA 076,009,128,169,096,141,062,196
19 DATA 162,000,169,000,157,217,108,232
20 DATA 224,024,208,246,238,032,208,169
21 DATA 064,141,018,208,169,001,141,025
22 DATA 208,032,113,008,096
0 REM RETRO DISK CHEAT BY WAZ
1 FOR X=50432 TO 50500:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>8323 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 50474,24
4 INPUT "FREE WEAPONRY Y/N";B$
5 IF B$="N" THEN FOR X=50478 TO
50489:POKE X,234:NEXT
6 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
7 POKE 198,0:WAIT 198,1:SYS 50432
10 DATA 169,001,160,001,162,008,032,186
11 DATA 255,169,004,162,064,160,197,032
12 DATA 189,255,169,000,133,010,032,213
13 DATA 255,169,041,141,253,088,169,197
14 DATA 141,254,088,076,237,042,087,065
15 DATA 090,169,096,141,062,124,162,000
16 DATA 169,000,157,217,164,232,224,024
17 DATA 208,246,076,144,001,087,065,090
18 DATA 077,069,078,085,000
```

HEATSEEKER

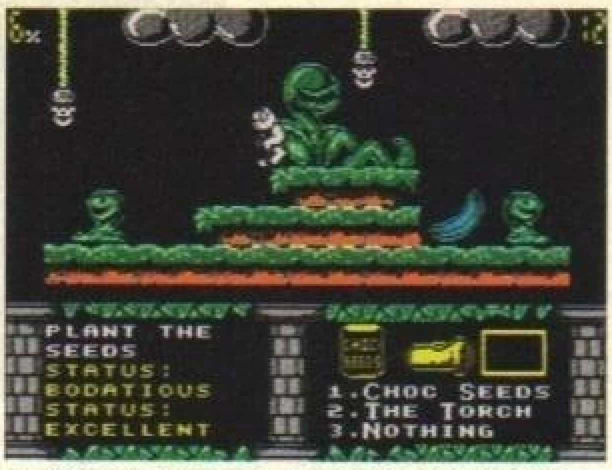
Not one of the most exciting games around, but memorable nonetheless. Try the following POKEs for an infinite stream of bouncing legs, and infinite energy.



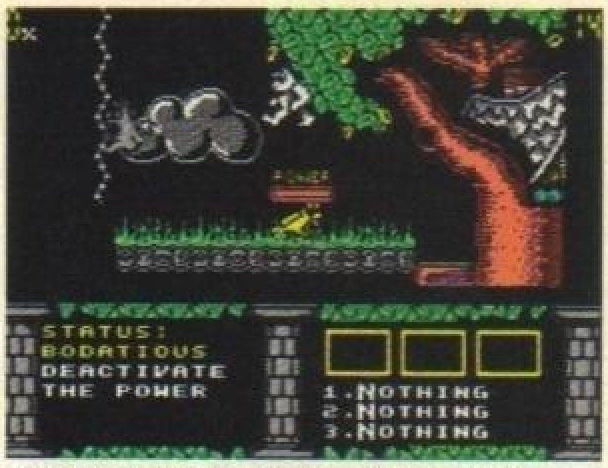
```
0 REM HEATSEEKER CHEAT BY WAZ
1 FOR X=543 TO 600:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7388 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,032
13 DATA 141,231,229,169,072,141,232,229
14 DATA 169,002,141,233,229,032,191,003
15 DATA 096,072,169,096,141,141,083,141
16 DATA 250,083,206,032,208,104,173,013
17 DATA 220,096

0 REM HEATSEEKER DISK CHEAT BY WAZ
1 FOR X=352 TO 421:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7401 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 352
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,006,162,123,160,001,032,189
12 DATA 255,169,000,133,010,032,213,255
13 DATA 076,129,001,076,079,065,068,069
14 DATA 082,169,142,141,097,008,169,001
15 DATA 141,098,008,076,016,008,169,155
16 DATA 141,114,126,169,001,141,115,126
17 DATA 076,000,124,169,096,141,141,083
18 DATA 141,250,083,076,146,009
```


CHOP, CHOP!
1.NOTHING
2.AN AXE
3.NOTHING

Our pale little chum delivers some yummy chocs to his mum in the tree. But she still hasn't forgiven him.


PLANT THE SEEDS
STATUS: BODATIOUS
STATUS: EXCELLENT
1.CHOC SEEDS
2.THE TORCH
3.NOTHING

Urgh. Look. I've just noticed those hideous human heads on bits of string. How perfectly revolting. I've just gone off this game.



STATUS: BODATIOUS
DEACTIVATE THE POWER
1.NOTHING
2.NOTHING
3.NOTHING

Our hero, Biff, is thrown out of the tree-house by his nasty mother. I bet he wishes his name was Norman Bates, eh readers?

BIFF

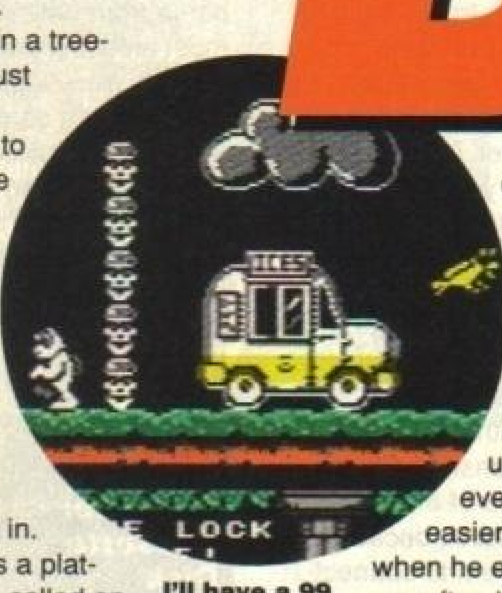
There have been too many nice heroes in computer games lately, so wouldn't it make a change to have an anti-hero? You know, someone who's mean, nasty and totally ruthless. Enter Biff. His claim to the crown of nastiness is that he was rude to his mother. That's all. So it looks like we won't be having an anti-hero after all.

Biff and his mother live in a tree-house. Slightly unusual, I trust you'll agree. What is more unusual is that Biff appears to be a mutated albino yeti (the sort that live in forests, rather than snowy mountain ranges).

His mum has chucked him out of the treehouse, and so he has to wander around the screens collecting and doing things that please his mum, so she forgives him and lets him back in.

So what we have here is a platform game. Or what is often called an arcade adventure. Instead of just killing things (in fact you can't kill anything in *Biff*), the idea is that you avoid the nasties and collect various objects. These need to be used in a special order to progress in the game. For example, you need to grow a tree from seeds, cut it down with an axe, and then use the planks of wood to mend a bridge. Only then can you get to the other parts of the game.

The whole thing is just a progression of puzzles and objects. There are so many that it helps to sit with a pad and pen, writing them down as you come across them. Or do as we did - just shout out the names of the objects you see. Chaos, but it works rather well. The thing is, it's pretty easy to work out what to do next.



I'll have a 99 and a place to live in, in case mum doesn't let me back in the tree-house.

The strange thing with Biff is that he's completely unarmed. So just avoid everything you meet. This is easier said than done, because when he enters a new screen, there are often baddies starting at the same point on the side of the screen. So for a second or so, Biff will be in unavoidable contact with one.

Biff starts the game with 150 energy points. These decrease every time he touches a baddie (or one touches him). The only way to increase them is by completing sections of the game correctly. Even so, you don't retrieve much energy. This is the hardest part of *Biff* - you lose so much energy.

It's a nice-looking game, it's fast and there's lots to do. But it's annoying, too. Starting off in the same place as the baddies on some screens is just silly. It spoils the game for me. And Biff isn't controllable enough in certain delicate jumping situations.

Overall, though, if you're a *Dizzy* fan, you'll love this. Not very taxing, pretty big and with lots to see, it'll keep you occupied for a fair while.

JAMES LEACH

Game	**Biff**
Publisher	**Beyond Belief**
Cassette	**£3.99**
Disk	**Unavailable**
Release	**July**
Contact	**0933 57998**

POWER RATING

THE DOWNERS...

- Starting many screens on top of an alien is immensely frustrating. Gaah!
- The jump control is a bit finicky, and can trip you up.
- It's fairly easy for the seasoned gamer, with the on-screen prompts.

100

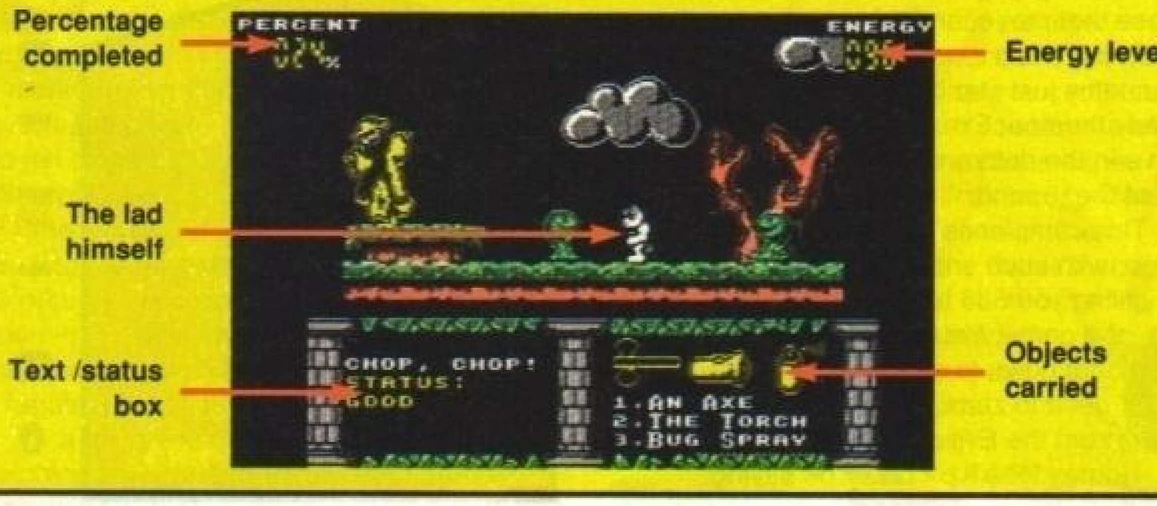
70%

0

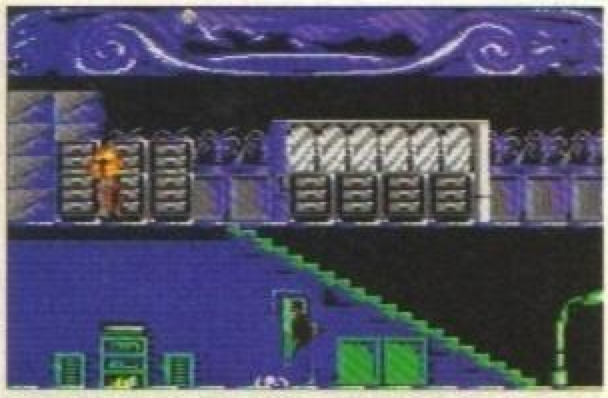
- Biff is well-drawn and smoothly animated as well.
- You see different things everywhere you go.
- The puzzles are nicely thought out, if a little simple.
- Lots of touches of humour throughout the game.
- It's satisfying to get past the bits where you always died before!
- No violence, so if you fancy a break from blood-letting, this could be up your street.

...AND THE UPPERS

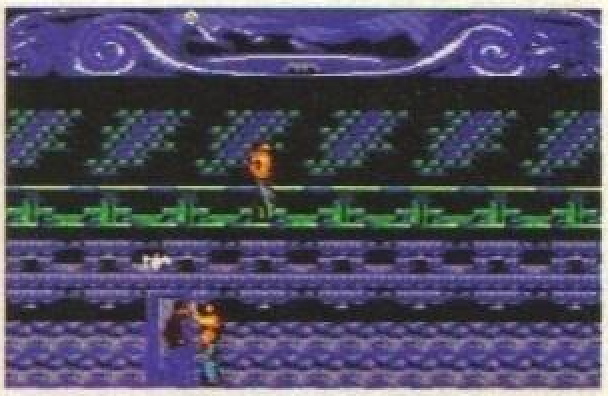
HUNTING HIGH AND LOW



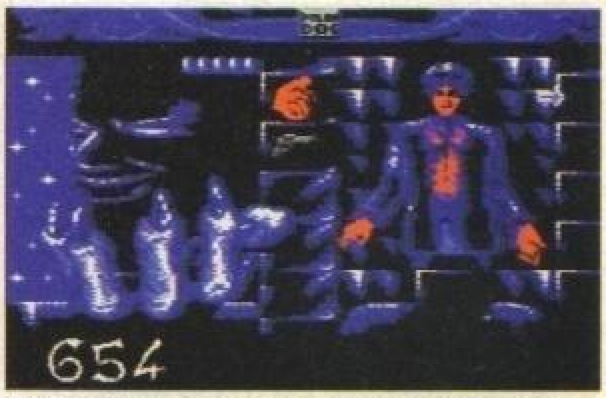
CHOP, CHOP!
STATUS: GOOD
1.AN AXE
2.THE TORCH
3.BUG SPRAY



Upstairs you've got a madman with big clenching hands, and downstairs there's an annoying spider (possibly with quite a nasty bite on it). So you're in a real pickle.



These so-called murderers are fairly easy to fight, just as long as you keep blocking and punching them quickly until they die. Ha! What a bunch of weedy munchkins.



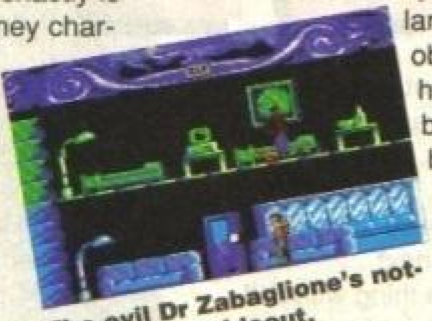
Strangely, when you turn out your pockets, this is what you see. I mean, how big can Italian pockets be? And what's that sinister bloke doing sitting in there?

DYLAN DOG

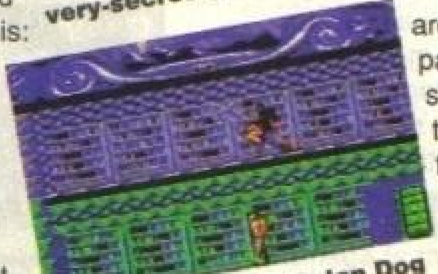
Er, excuse me, but who exactly is Dylan Dog? Some Disney character? Some *Magic Roundabout* puppet? A late April-fool by the perennially sad *CF* team? No. Dylan Dog is Italian. He's a comic-strip superhero, too. And before you say it, no, he's not a dog. He's a man.

Anyway, the game is subtitled *The Murderers*, and the plot is this: "Dylan Dog is in the house of Evil and he is alone. He is in a trap, ensnared by the other guests who have been transformed into bloodthirsty Murderers. Is it a dream, or is it not? Dylan Dog hasn't a clue, but the stench of blood is so close. Evil has blocked the exits..."

Finished laughing? Good. Well, what you've basically got here is a platform game. You wander around the upper and lower floors of the mansion, shooting and punching people. You have to collect keys, weapons and other objects. Your only objective is to get the hell out before the moon crosses the sky.



The evil Dr Zabaglione's not-very-secret hideout.



Ha! Nobody beats Dylan Dog (except someone larger).

Dylan and the baddies are large, well animated and nicely observed sprites (they burst horribly when you shoot them), but the rest of the house is a bit empty. There are plenty of rooms to rush around, but there isn't much to interact with, apart from doors, stairs and other people.

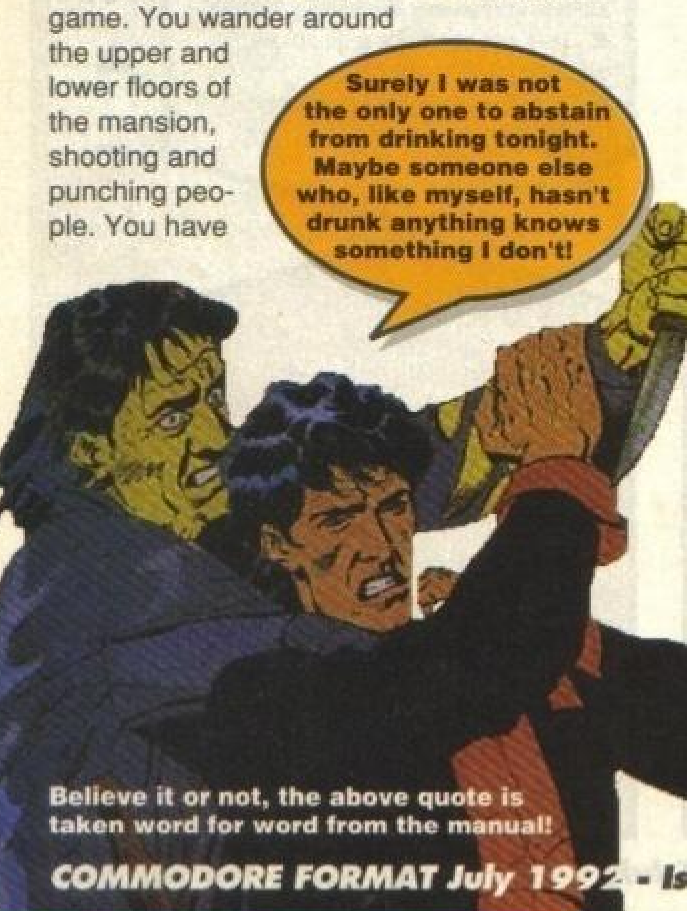
Finding other objects around the mansion is tough, partly because of the sheer size of it, but also because the doors seem to connect together in weird and illogical ways. So you can run through eight rooms, go through one door and be back where you started.

But this weirdness is all part of the style. *Dylan Dog* is a most strange game. It's dark, gloomy and atmospherically frightening. People wander about like zombies and Dylan's inventory screen is terrifyingly horrible, with graves and grisly clawed hands dotted about all over the place.

Perhaps the Italians expect different things from their games, but I must confess that I didn't get all that attached to *Dylan Dog*. There just isn't enough going on at any one time to keep me rivetted.

Sure the graphics are nice, especially those that move, and things are smooth and quick, but when it comes to a fight, Dylan and his enemy just stand toe to toe and trade weedy thumps. Every time Dylan is hit, a grave in the data area pushes itself further out of the ground. Creepy, eh?

This creepiness continues throughout the game, with such unpleasant little touches as giving you 666 horror points at the start of the game. You have to try and whittle that down to as low as possible. If you get it to zero, you've officially escaped from the Evil of The Murderers. Hooray, you'll probably be saying.


Surely I was not the only one to abstain from drinking tonight. Maybe someone else who, like myself, hasn't drunk anything knows something I don't!

Believe it or not, the above quote is taken word for word from the manual!

So basically we've got an off-the-wall game from Italy which, apart from having the most amusingly written manual and plot ever seen, is otherwise rather depressing in it's dealings with death, destruction and tragedy.

It's a big game, but there isn't much to keep you sticking with it, and the pace seems rather slow. But having said that, it isn't as rubbish as you would first think, especially once you manage to start puzzling the twists out.

JAMES LEACH

Game	Dylan Dog (The Murderers)
Publisher	Simulmondo
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	081 558 3914

POWER RATING

THE DOWNERS...

- The dark and mysterious atmosphere is a bit depressing.
- There isn't an awful lot going on at any one time.
- The puzzles are tough and rather few and far between.
- *Dylan Dog* sounds like a poor cartoon, and not a hero.

100

65%

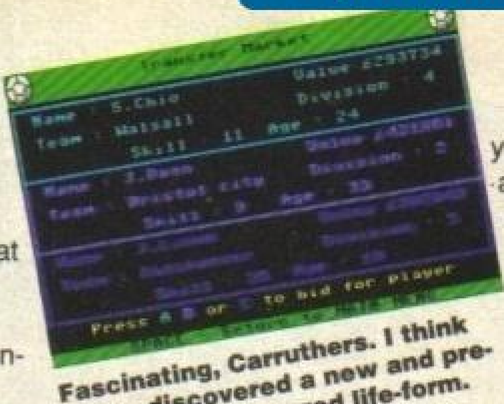
0

- Nice animation and the sprites are hand-drawn in the traditional Italian manner.
- Lots of background detail, which, although a bit miserable, adds to the game.
- Some decent weapons to be found and used as well.
- It's fairly fast-moving.
- And there's a generous time-limit in which to solve the mystery and escape.

...AND THE UPPERS

JIMMY'S SOCCER MANAGER

There are two sides to being the boss of a football team. The good one is that you get to drive around in a Jaguar with a mobile 'phone, a massive fawn-coloured coat and more jewellery than Liz Taylor hanging off you. The down-side is that you have to make important decisions, attend meetings and generally get up in the mornings. And *Jimmy's Soccer Manager* tends to simulate these aspects. So forget about big cars, even bigger coats and massive cordless telephones, and start thinking about putting Kettering Utd on the map of world football.



```
Transfer Market
Name : S.Chic                Value £233734
Team : Walsall               Division : 4
         Skill : 11  Age : 24
...
Press A B or C to bid for player
```

Fascinating, Carruthers. I think we've discovered a new and previously undiscovered life-form.

The game starts with you in charge of Kettering. You have a large amount of cash to spend on the club. You also have 13 players, all of whom are not very good. In fact, some of them shouldn't really be walking around without the aid of a trained nurse.

Your job is to get up in the morning, go to work and get your team into shape. Instead of using encouragement and training, you are expected to sell the worst members of your team and buy some decent bods. By decent I mean those who have a smidgin of hand-eye co-ordination.

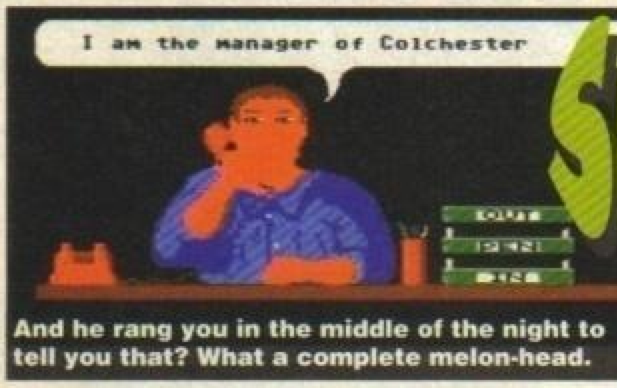
All the players have a price and a skill, stamina and ability rating. You use these to judge how rubbish they are. Your team starts off the game in a pretty sorry condition. So you trot along to the transfer market (a big barn filled with mooing players and people in hats talking very fast), and get some expensive players (possibly up to Bristol Rovers standard).

When you've picked the team you want, including the new players, it's time to go off to 'the ground'. You see your team name, the opponent's name and the score. Time ticks away in minutes and you watch the goals pile up (against you, usually).

It's a pity there aren't any views of the scorching on-pitch action. But then again if you're a real fan of management games, you might not welcome the intrusion of silly, unrealistic stick men jerking around the goal-mouth.

Jimmy's Soccer Manager has all the functions you'd expect to find in a management sim. Transfers, gate takings, salaries, unhappy players, incredibly delirious players, injuries... the list is endless.

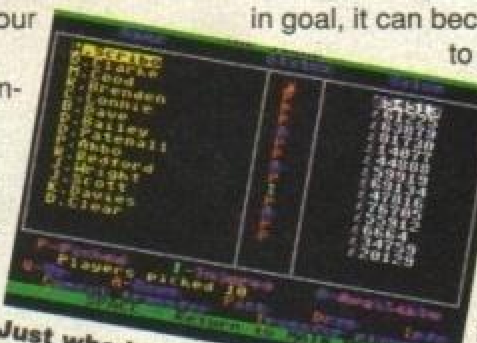
But despite the detail (and occasional graphics, which are a nice surprise), the program runs quickly. There's no waiting for ages while the computer works things out. You press the keys and away you go.



And he rang you in the middle of the night to tell you that? What a complete melon-head.

The toughness is probably set about right. I couldn't get above the Third Division, but I did manage to win the FA Cup one season. How I cheered.

But a few niggles. All the names are made up, and whilst it's a great feeling to know you've got the world-famous W Scribo in goal, it can become repetitive. I managed to get three blokes all called M Fintch in my midfield. Real names would have been better, even if they did become out-of-date quickly. An option to rename the players and/or team names would also have been most spiffy.



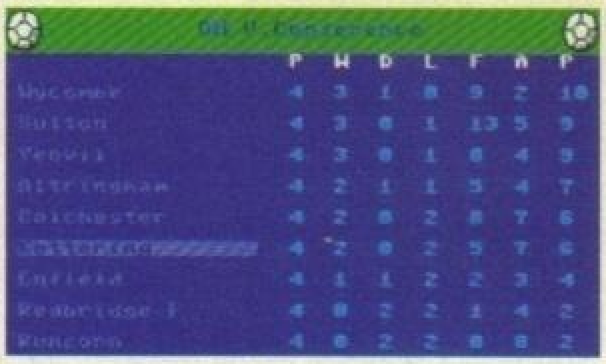
Just who is W Scribo? Kettering goalie, cabinet minister and close friend of David Icke.

But this is cosmetic and doesn't affect the gameplay, which for a management sim (generally not the most riveting things on Earth) is jolly good. You know your team is getting better as you continually tweak bits of it into shape. If you run out of dosh though, it's goodbye and leave the Jaguar keys in reception. A bit harsh, I feel, especially after all you've done for them.

Overall, this is one of the better management sims. It isn't quirky or slow, but a few extra touches would have made it king of the hill. Oh, and you have to play Kettering, too. What's wrong with High Wycombe?

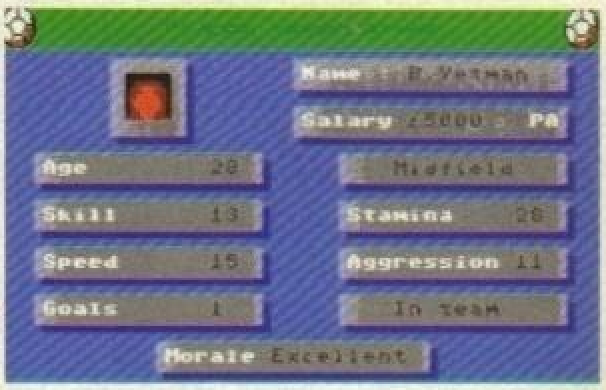
JAMES LEACH

P45



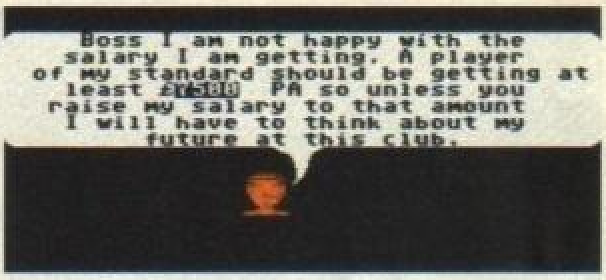
```
GM V. Conference
                P  W  D  L  F  A  P
Wycombe         4  3  1  0  9  2  10
Sutton          4  3  0  1  13 5  9
Yeovil          4  3  0  1  8  4  9
Altrincham      4  2  1  1  5  4  7
Colchester      4  2  0  2  8  7  6
[illegible]     4  2  0  2  5  7  6
Enfield         4  1  1  2  2  3  4
Redbridge F     4  0  2  2  1  4  2
Runcorn         4  0  2  2  0  8  2
```

The League. High Wycombe has battled its way to the top, and is reaping the rewards.



```
Name : B.Vetman
Salary £5000 : PA
Age         20      Midfield
Skill       13      Stamina     20
Speed       15      Aggression  11
Goals       1       In team
Morale Excellent
```

Before signing someone up, have a peek at his stats. Don't think much of his looks.



```
Boss I am not happy with the
salary I am getting. A player
of my standard should be getting at
least £[illegible] PA so unless you
raise my salary to that amount
I will have to think about my
future at this club.
```

Money? You want more money? Some people have to work for a living, you know!

Game	**Jimmy's Soccer Manager**
Publisher	**Beyond Belief**
Cassette	**£3.99**
Disk	**Unavailable**
Release	**Out now**
Contact	**0933 57998**

POWER RATING

THE DOWNERS...

- Lots of text and only a few graphical interludes.
- It requires a lot of patience before your team naturally becomes good.
- You can't change either the team or player name.

100

75%

0

- **The controls are well thought out and you don't have to remember millions of different key presses.**
- **Menu system is easy and fast to use, and you can do what you want, in any order.**
- **There's the FA Cup to win as well as the five leagues.**
- **You can LOAD and SAVE the game at any time.**
- **The difficulty level is sure to challenge you for a long, long while.**

...AND THE UPPERS

Commodore FORMAT
ROBOCOD

DJ PUFF's VOLCANIC CAPER

Deep under the misty mountain, the dragon stirred. It stretched its golden wings and extended its talons. The bones of the slain crunched underneath. Then it put on some hi-tops, shades and a long-sleeved T-shirt, and grooved on down...

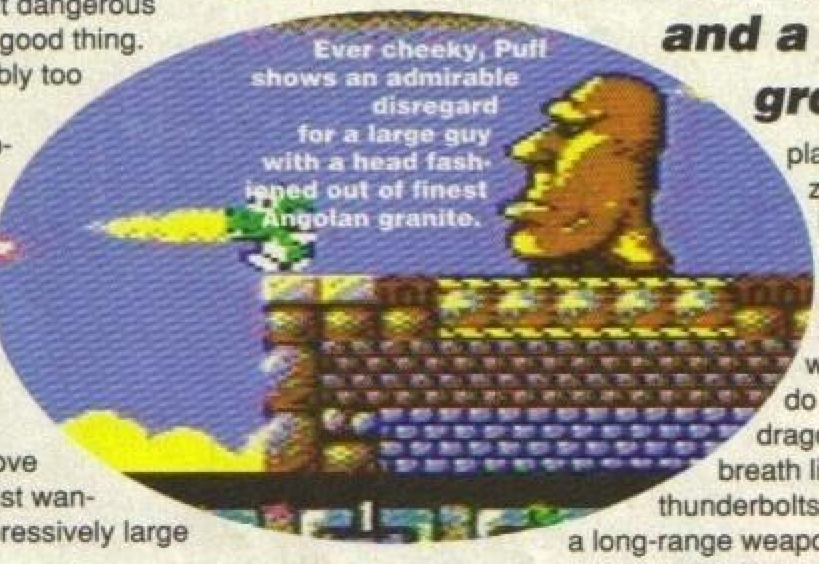
Have you noticed how various software companies have started to make games with trendy and hip 90s plots in them? Gone are the days when all you needed was a pack of ghosts, a man with a set of shuriken or some Russians who needed shooting.

No, nowadays you have to put up with the sort of plot we've got here; you see, DJ Puff is a bit of a 1990s-style raver, apparently. He's got a massive collection of CDs, all with totally techno funkatronic, groovesome, laid-back tracks on them.

But these are sad times, and the Puff has fallen foul of the Rave Police. What's happened is that the head of the cops, a rather heavy-handed gorilla called Captain Krips, has decided that nobody should be having a good time. So he's confiscated our little DJ's CD collection.

At this point, you may decide that the police taking away a load of weird dancey CDs off a small but dangerous dragon is rather a good thing. If so, you're probably too old or untrendy to appreciate the subtlety of it all. But you have to give the Codies full marks for coming up with a 'modern' plot for one of their releases.

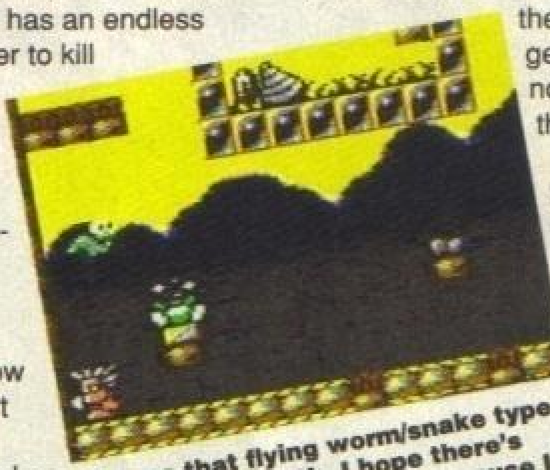
Anyway, I'll move swiftly on. Puff must wander around an impressively large platform game, zapping any baddies who obstruct him. There are two major ways in which he can do this. Being a dragon, he can breath little twirly thunderbolts at people. It's a long-range weapon, this, and the good news is that Puff has an endless supply of them. But in order to kill something, you've got to hit it several times with the thunderbolts.



Ever cheeky, Puff shows an admirable disregard for a large guy with a head fashioned out of finest Angolan granite.

This is where the bombs and flaming mouth-torches come in rather handy. As you go around collecting stuff, you get bombs which you can throw at baddies. The range isn't too impressive, but they'll blow up whatever they land on or next to.

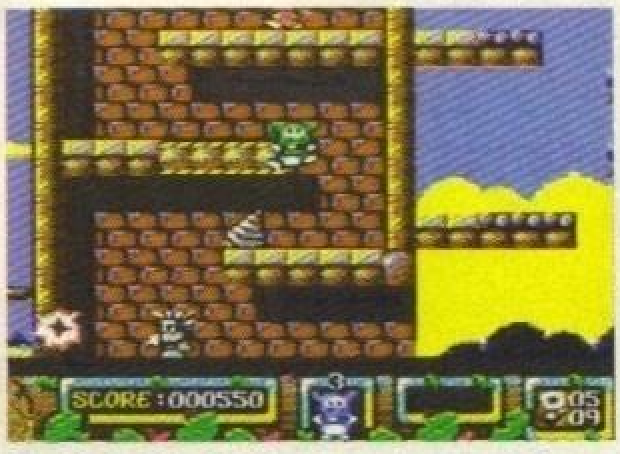
The flaming mouth-torch things are the more traditional weapon you'd expect a dragon to use. Puff can collect a store of what can only be described as inflammable gas. By pulling down on the joystick, you can get him to blast a sheet of flame from his mouth. It instantly incinerates anything in its path (except the stuff that you'd really like to incinerate, like walls and major obstacles).



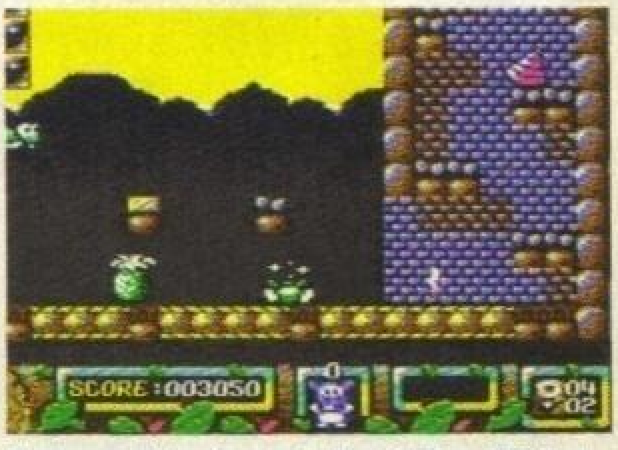
I blame that flying worm/snake type thing for my death. I hope there's going to be a full inquiry, because I was doing so well until then.

Like most platform games, the path you're supposed to take through *DJ Puff's Volcanic Caper* is fairly straightforward. There are a number of frustrating dead-ends, though, and some of these contain seriously useful firepower bonuses and occasionally even one of the CDs that Puff is trying to get back. So you can't afford not to explore the whole thing thoroughly.

Reflective Designs, the bods responsible for this little gem, seem to have hit upon a completely nasty way of getting you to lose a great many lives. At various places in the game, there are very tight vertical shafts which have mini-platforms on them. These are all patrolled by baddies who spew out explosives in a nasty random fashion. This is extremely unpleasant, to say the least. Getting past them is an incredibly tricky



Oh, I hate this bit. You have to move left, then right... no right then left, then right again... no, keep left, then... Oh, I give up.



Well, you'd be stunned after falling 270 feet on to an unripe pineapple. I daresay it would hurt a considerable amount, too.

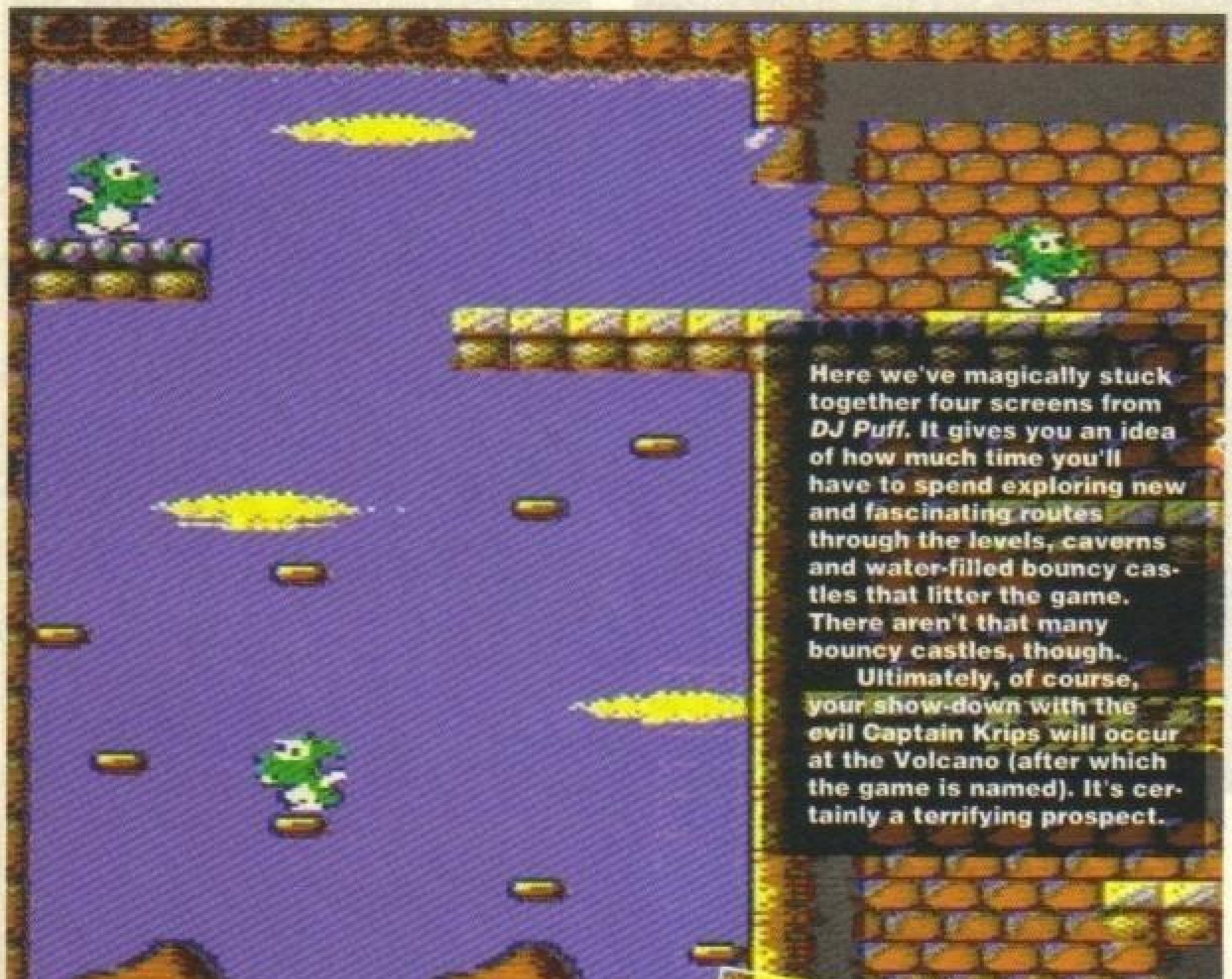
IF MUSIC BE THE FOOD OF LOVE

It's worth noting that the music for *DJ Puff's Volcanic Caper* is completely storming and immensely hummable. It was written by a chap called Gerard Gourley who does all the music for the team Reflective Designs (responsible for programming *Puff*). The brave and heavily-armed *CF* crew asked him about it:

"I wrote the music directly on to the 64 using a home-made music editor. It took about a week to finish, which is normal for things like this. I also do computer music for Sonic Graffiti. I wrote the soundtrack for *Pitfighter*, *Hard Drivin 2* and my favourite game, *Shadow Of The Beast*.

"And my fave kind of music? Keyboards, of course. Jean Michel Jarre, Tangerine Dream, that sort of thing. Er, I'm not really into most Top 40 stuff at all."

Albert Tube. Guitarist, chef and part-time hold-all, yesterday.



Here we've magically stuck together four screens from *DJ Puff*. It gives you an idea of how much time you'll have to spend exploring new and fascinating routes through the levels, caverns and water-filled bouncy castles that litter the game. There aren't that many bouncy castles, though.

Ultimately, of course, your show-down with the evil Captain Krips will occur at the Volcano (after which the game is named). It's certainly a terrifying prospect.

feat. It can take several minutes of pondering as well as nerves of steel, as you try and share the platforms with the baddies for that briefest of seconds, before blowing them to bits with whatever weapon you set off first in your panic to hit the fire button.

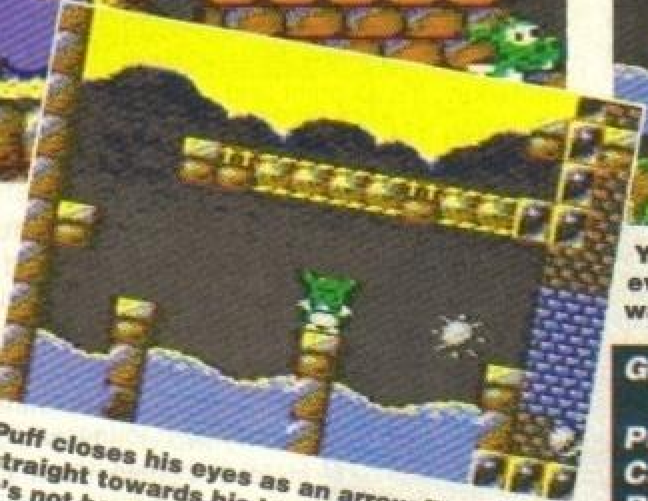
Fiendish stuff. It's a relief to know that the collision detection is pretty spot on in *DJ Puff*. The platforms are also arranged so that you can tweak Puff that extra pixel further and hang his toes in space before making those vital long-range jumps.

And as you'd expect, there are loads of hidden platforms, secret bits and invisible collectables to stumble over.

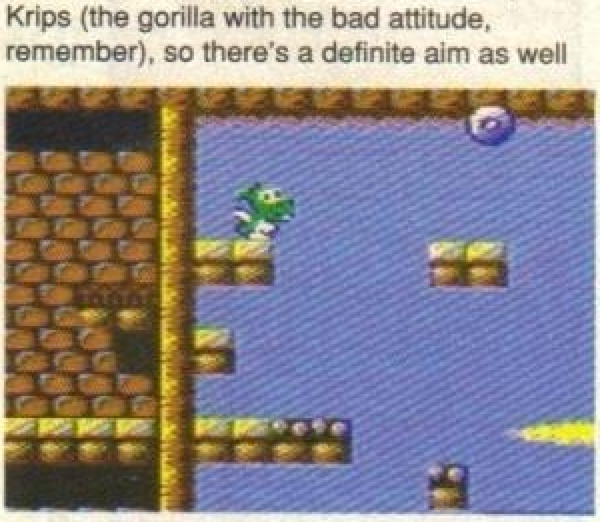
Of course, you're ultimately heading for an earth-shattering show-down with Captain Krips (the gorilla with the bad attitude, remember), so there's a definite aim as well (and he is most assuredly going to be one real mean end-of-level bad guy).

Yes, *DJ Puff's Volcanic Caper* is really jolly good. It takes cuteness into new realms. The characters are as good as anything you'll see on the 64. They're smooth, clear and very nicely done. Puff flaps his stubby wings in a touching attempt to fly over the gaps, and his little eyes blink whenever he's confronted by a particularly tough section. It's enough to make you break down and blub *(especially if you're a girl - Roger)*.

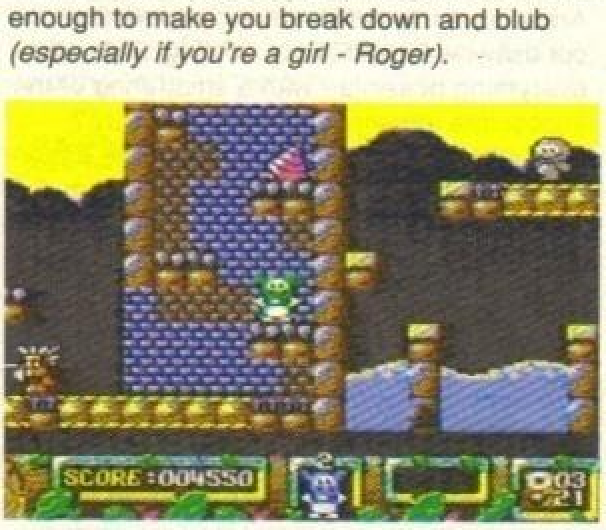
You're ultimately heading for an earth-shattering showdown with Captain Krips



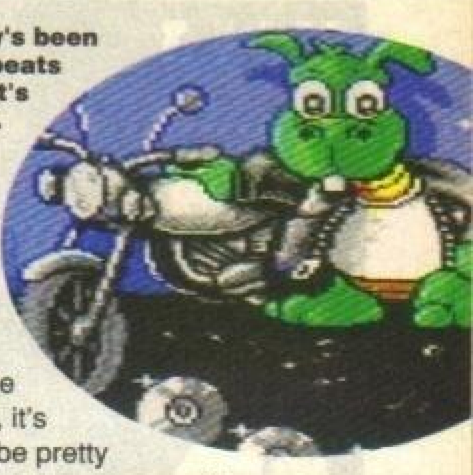
Puff closes his eyes as an arrow flies straight towards his head. Poor chap - it's not been his day, has it.



There's one of Puff's CDs. Quick, grab it and groove to the funky rhythm. Alternatively, just listen to it on a good hi-fi.



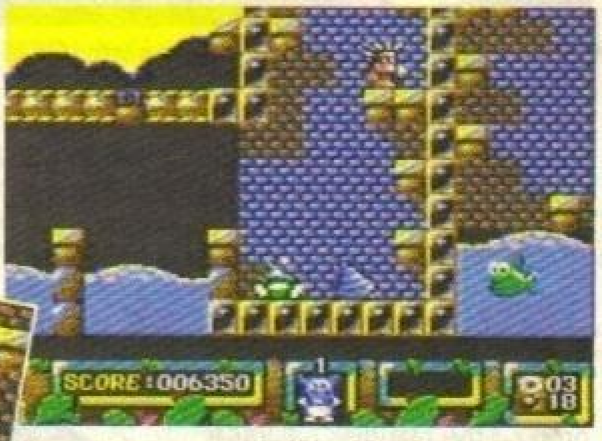
Oh no. I really hate this bit. It's tight, it's tough and you always waste all your bombs and flames on missing things. Rats.



Hmm. Somebody's been watching old repeats of *Happy Days*. It's quite sad, really.

There are loads of platform games around at the moment. So if one is going to stand out from the rest of the crowd, it's going to have to be pretty good, right? Well *DJ Puff* is certainly noticeable. It's a lot of fun, in the same vein as *Nobby The Aardvark* and *Hudson Hawk* (with big sprites, tons of colour and plenty of cartoony action). Great stuff, and the more games like *DJ Puff* the merrier, say I.

JAMES LEACH



Yes, in case you doubted it, there are even fish in *DJ Puff*. What more could you want (apart from some chips as well)?

Game	**DJ Puff's Volcanic Caper**
Publisher	**CodeMasters**
Cassette	**£3.99**
Release	**Out now**
Contact	**0926 814132**

POWER RATING

THE DOWNERS...

- Some bits are incredibly tricky.
- And you might have had your fill of platform games, no matter how good.

100

88%

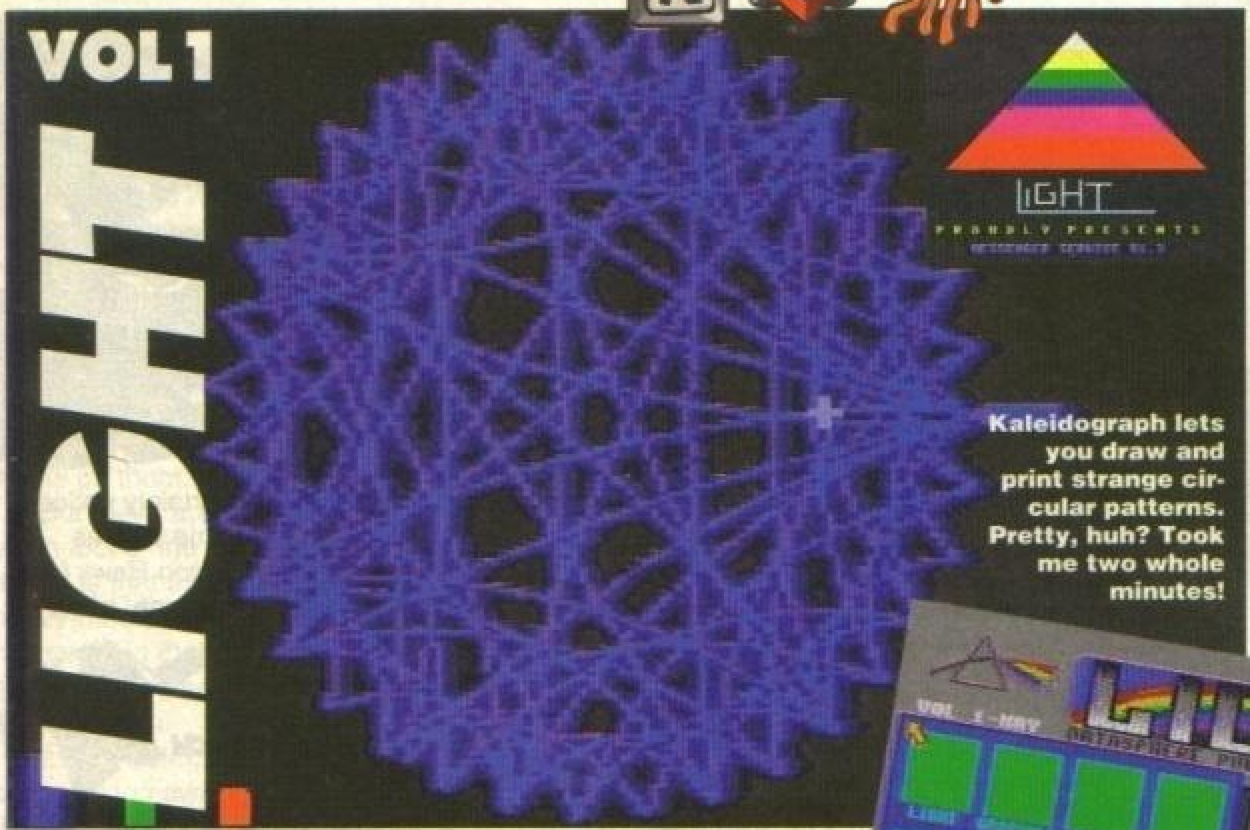
0

- **Cute graphics make *DJ Puff* a great game to watch.**
- **It's big and there's no time limit so you can plan, map and plot your way to your heart's content.**
- **Every time you get a bit further, there's something new and different to deal with.**
- **Three sorts of weapon give *DJ Puff* variety.**
- **It's fast, smooth and Puff is easily controllable and has a nice feel.**
- **Plenty of baddies, all very well drawn, and with excellent collision detection.**

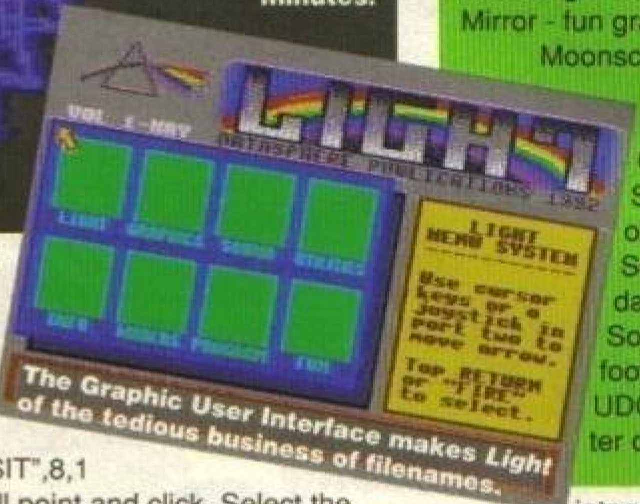
...AND THE UPPERS

VOL 1

LIGHT



Kaleidograph lets you draw and print strange circular patterns. Pretty, huh? Took me two whole minutes!



LIGHT MENU SYSTEM

Use cursor keys or a joystick in port two to move arrow.

Tap RETURN or "FIRE" to select.

The Graphic User Interface makes *Light* of the tedious business of filenames.

You may be wondering why *CF* is reviewing another magazine. Well *Light* is different; it doesn't have pages, it's five and a quarter inches high and it's floppy - in a disky kind of way. Were we impressed?

Light (advertised as *LightDisk 64*) scores with its ability to deliver instant, hands-on programs. Each is well documented and supported by a neat GUI (Graphical User Interface) that guides you from prog to prog on the two-disk package.

Light is produced by a nucleus of writers from *Commodore Disk User*, and they have collected a bundle of text and code for the serious C64 user. If you're a games peep it won't change your life. But for folk who want to wring yet more hours of major processing from their C64 it really is the business!

The GUI is elegant and easy to use. Once loaded, there's none of this nasty LOAD "WHATSIT",8,1 malarkey, it's all point and click. Select the topic you want with a joystick controlled cursor and press fire. Select the program you need and press fire, then choose from either the program or the instructions, press fire, and you're in! And if you're too lazy to do that, there are keyboard shortcuts to make loading even faster.

The two vital pieces of kit for the committed *Light* user are a disk drive and a printer. The games and fun utilities have easily remembered key commands and instructions - when hitting the metal in the tutorials and programs, you don't want to be struggling for commands. At the click of an icon, *Light* can provide a hard copy of the instructions.

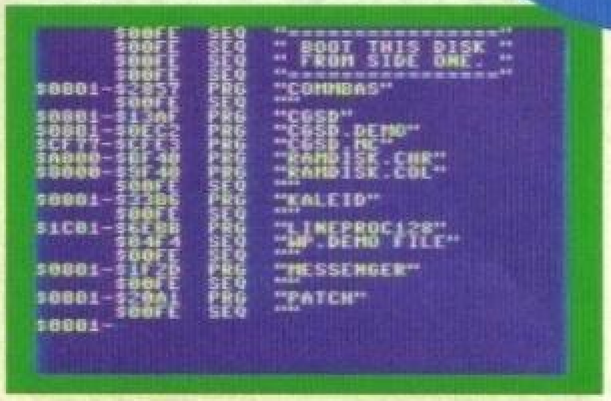
The programs themselves vary from lightweight games to severe hardware tweaks. The more specialised the programs the better they get, allowing major league messing with your machine's happy thoughts. And after all, isn't that what computing on a curiosity level is all about: forcing chips to do everything possible - with a smattering of the impossible thrown in for good measure?

Light feels like - and I mean this is a complimentary way - a slick PD compendium. The advantages it holds over such compendiums though is the slick interface, its comprehensive instructions and periodical appearance. The range of topics means that there's something here for anybody with an interest in things techie. Although, to use a chocolate analogy, there are bound to be a few orange creams left in everybody's box.

Launches can be a painful time for any kind of magazine, and *Light* is no exception. Some of the programs/utilities aren't fully integrated with the GUI and force you to re-boot after you've played around with them. But as you are re-booting from disk and the loading times are kept mercifully short, this is no great pain.

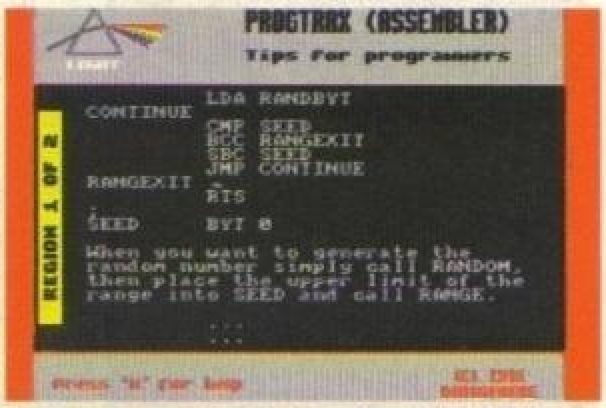
Frankly, *Light* is impressive. It is an in-depth specialist publication, delivered on an ideal media. Aimed at a specific user base, it supports the one area that the C64 world has been left wanting since the demise of *CDU*: hardcore techie talk with a friendly face. And if that's what you want, then you'll find *Light* is £4.50 well spent.

TRENTON WEBB



```
        $00FE  SEQ  "******************"
        $00FE  SEQ  "* BOOT THIS DISK *"
        $00FE  SEQ  "* FROM SIDE ONE. *"
        $00FE  SEQ  "******************"
$0001-$2857  PRG  "COMMBAS"
        $00FE  SEQ  "***"
$0001-$13AF  PRG  "C6SD"
$0001-$0EC5  PRG  "C6SD.DEMO"
$CF77-$CFE5  PRG  "C6SD.MC"
$A000-$BF40  PRG  "RAMDISK.CHR"
$8000-$9F40  PRG  "RAMDISK.COL"
        $00FE  SEQ  "***"
$0001-$23B6  PRG  "KALEID"
        $00FE  SEQ  "***"
$1C01-$6EBB  PRG  "LINEPROC128"
        $04F4  SEQ  "WP.DEMO FILE"
        $00FE  SEQ  "***"
$0001-$1F2B  PRG  "MESSENGER"
        $00FE  SEQ  "***"
$0001-$20A1  PRG  "PATCH"
        $00FE  SEQ  "***"
$0001-
```

Disk Tool Kit lets you mess with your disks. This is *Light* itself under the microscope.



```
              LDA RANDBYT
CONTINUE
              CMP SEED
              BCC RANGEXIT
              SBC SEED
              JMP CONTINUE
RANGEXIT      ;
              RTS
;
SEED          BYT 0
```

When you want to generate the random number simply call RANDOM, then place the upper limit of the range into SEED and call RANGE.

Features can also be found on *Light*. This is a programmer's tip feature. Exciting, huh?

MENU OPTIONS

Light disk boasts all the things a paper mag does, but the main meat of the two-disk package is made up of the programs and instructions on how to use them. This is what you can find on issue one:

PROGRAMS

Brix - *Arkanoid*-style bat and ball game.
Commbas V4 - Basic extension, offering 28 extra commands.
Disk Tools - lets you loose on the floppies.
Disk Tracer - hunts down bad disk sectors.
Final Synth Sample - a collection of Rob Hubbard tunes.
Kaleidograph - spirograph-style drawing.
Line Processor 128 - allows 'native' 128s to process individual lines of text.
Messenger Service - fun letter writer.
Mirror - fun graphics 'thing'.
Moonscape - interactive music demo.
OCP Mouse patch - uhh, an OCP Mouse patch!
Shuffler Puzzle - tile-style object shuffler.
Settadeck - music cassette database system.
Soccer Fan 64 - database for footie fixtures and tables.
UDG System 2 - pokey character design utility.

MAKING CONTACT

To get hold of a copy of the first two-disk issue of *Light*, send a cheque/PO for £4.50 made payable to Datasphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW. For more info, send them an SAE.

POWER RATING

THE DOWNERS...

- Some programs crash the GUI.
- You really need both a disk drive AND a printer.

100

85%

- **What techies have been waiting for!**
- **Very slick GUI (or Graphic User Interface).**
- **Every program comes with easily printable instructions.**
- **Broad mix of programs, games and features.**
- **Excellent value - two code packed disks for £4.50.**
- **Disk swapping kept to a minimum, hurrah!**
- **Keyboard shortcuts make life real easy.**
- **There are programs and features for both the veteran and the beginner.**

...AND THE UPPERS

0

MAKING WAVES

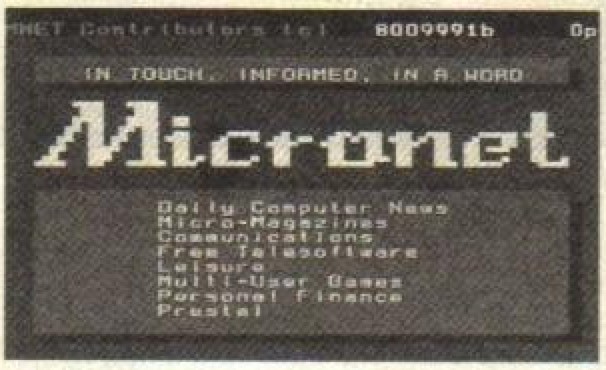
I bet you thought the Channel Tunnel was an underwater railway link between France and the UK. Well, you thought wrong! 'Modem' is the techie term for this new-age communication system, and Bones puts on a pair of goggles to take a closer look.

JUST WHAT IS A MODEM?

Let's break through the techie speak to something we can fathom more easily. A digital bit stream is a series of pulses, like clicks, if you want. Each click represents a `1' and each period of silence a `0' (the clicks are really tiny pulses of micro-electricity in a high or low voltage state). The clicks are converted into a wave-like sound analog. The analog communication channel is, of course, the reliable telephone.

So a modem can take a computer signal, transfer it to a telephone signal, transmit it over the telephone network to another telephone (anywhere in the world!) and re-convert the signal back into a computer one. It can then punch the text up on your screen, or the data into memory where you can save it to a storage device, such as a datassette or disk drive. But, let me hasten to add, be careful when using your modem - how do you think BT makes its massive profit of £56 a second?

THE ORIGIN OF THE MODEM



```
NET Contributors (c)   8009991b     0p
 IN TOUCH, INFORMED, IN A WORD
Micronet
        Daily Computer News
        Micro-Magazines
        Communications
        Free Telesoftware
        Leisure
        Multi-User Games
        Personal Finance
        Prestel
```

Bulletin Boards offer whole lists of info, files, progs and news. Just log on and load!

Simple, eh? The technique for sending data over telephone lines has a history dating back more than 160 years, and much of the common jargon can easily be traced back to those early Victorian days of telegraphic transmission. Origination (as far back as 1840) of the communication signals took the form of punched holes in pieces of paper, with the letters of the alphabet being defined by a stream of these holes as `0' and `1'. Naturally, the first machines to do this were kept secret and used for military use (surprise, surprise!). A large hole represented a `mark' and a small hole a `space'. This early code was called Baudot.

THE MEANING OF MODEM

My Dictionary of Computing, by Oxford Science Publications defines a modem, thus:

Modem. Short for modulator and demodulator. This is a device that can convert a digital bit stream into an analog signal suitable for transmission over some analog communication channel (*modulation) and can convert incoming analog signals back into digital signals (*demodulation).

Modems are used to connect digital devices across analog transmission lines. Most modems are designed to match specific national or international standards so that data communication equipment from one manufacturer can talk to that of another.

Over time the system was refined to a point where synchronisation of the signal took place in the sending and receiving stations. A `start-bit' was added to the beginning of each letter and an `end-bit' concluded it. So, over the years the standard evolved to sending seven `bits' of data: the start and stop bits, and the code for the letter.

Alexander Graham Bell - telephone inventor and beard owner.

MODEMS FOR MEDIUMS?

After 100 years or so there became a need to access computers remotely. *Obviously, with the telegraphic system* partially ready and easily accessible, this was naturally the best medium for interfacing computers with the telephonic network links.

In the early 1950s computers bore little resemblance to the machines we know today. For instance, information instantly translatable through processing was unheard of and not expected. So jobs were assembled into batches (hence the term job batch), fed into the computer using paper tape and then run. Typical speeds of data entry in those times were around 50 to 75 bits per second. This is not the Baud rate of the communications system, although at lower rates of transmission bits per second and Baud rate do tend to overlap.

AND THEN THERE WAS ALEXANDER BELL

At higher rates of transmission, bits are sent in different ways. In earlier years there was no remote access and certainly no friendly on-line systems; in fact terminals didn't even have a screen! Faster storage devices, such as disk and magnetic tape, were yet to be developed.

Then, back in the last century, with hundreds of protocols, variants and even alternative forms of communication systems cropping up all over the place, along came `voice grade circuits' and the telephone. Superficially resembling today's apparatus, the telephone meant we could talk to each other over long distances; thank you Alexander Graham Bell. Initially, only one directional transmission and receiving (half duplex) was possible, but by cleverly using two different signals full duplex (two-way) communication then became available.

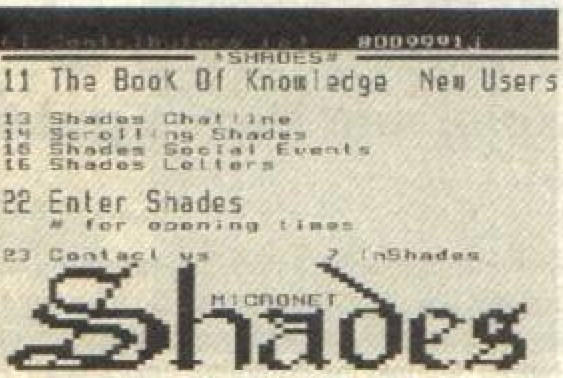
PARITY LINE

After the Second World War improved digitising and sound sampling was developed. This led to faster Baud rates, which soon moved from 50/75 bit(s) to 300 bit(s), and today a limit of 2,400 bit(s) has been reached. The start and stop bits of the original Baudot code have remained but the original 5 bits for the letter have been extended to 7. This allows for the transmission of more data rather than simply the alphabet (128 extra 'characters').

To reduce the number of errors that can occur because of `noise' (bear in mind we still use the voice grade telephone network), a further bit has been added which detects errors. This is known as the parity bit.

This works by adding up all the bits making a character, and if the result is odd or even it generates a `0' or `1' respectively, which should equal the parity bit if there are no errors.

Eventually, this system led to one of the most adhered to standards, ASCII (American Standard Code for Information Interchange).



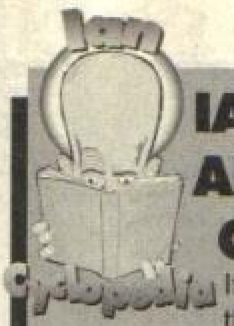
Only modems (with BBSs) can offer you the challenge of true Multi-User games.

DECRYPTED ENCRYPTION

Communication nowadays is easy for home computer enthusiasts, with most computers having built-in hardware - the RS232 interface - or some other similar serial interface (unfortunately the C64 does not possess this interface).

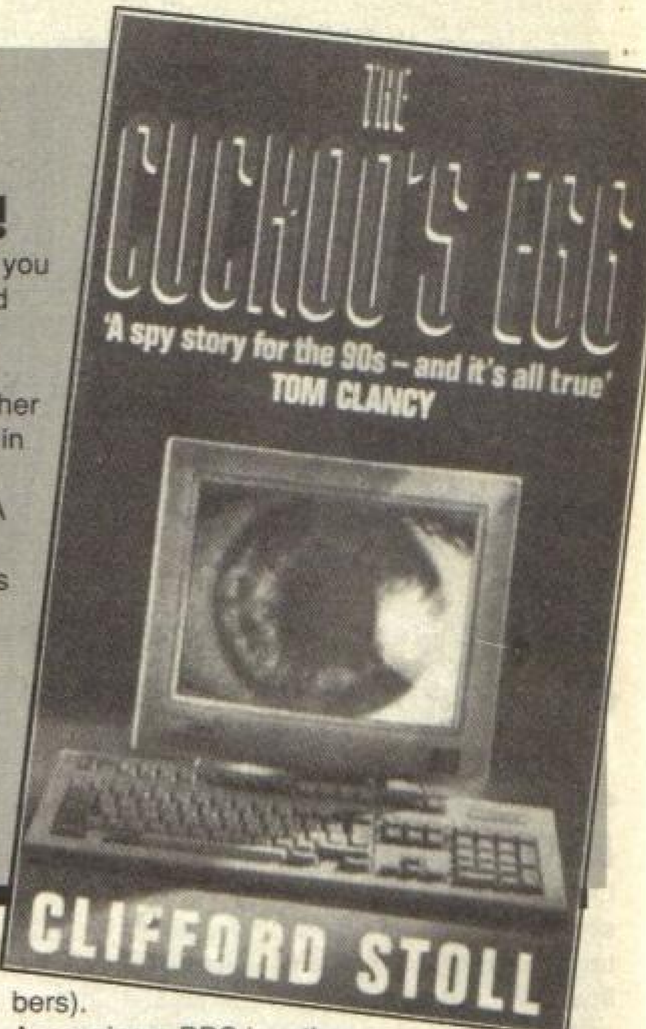
There is also a great deal of software available for many computers today; in fact software is becoming so sophisticated that it's beginning to outstrip the modem itself.

For example, through the use of encryption hardware support, you can with the new generation of 2,400 bit(s) modems send unreadable data down the line, where the receiver will then select the necessary decryption device.



IAN CYCLOPEDIA AND THE CUCKOO'S EGG!

If comms all sounds dead dry to you then consider the case of Clifford Stoll and KGB spy. University lecturer Clifford accidentally discovered someone using their modem to hack in NATO, NASA and other rather sensitive organisations who spell their names in initials because they think it looks hard! He traced the user back and forth across the USA and eventually all the way back to Germany. The perpetrator was eventually arrested and is still in prison! To enjoy this true computer detective tale ask for *The Cuckoo's Egg*, by Clifford Stoll, in Pan books (ISBN 0-330-31742-3) at your local book vendors!



***The Cuckoo's Egg*, a techno-detective story for the 1990s - and it's all true!**

SWAP SHOP

For the home computer user, an amazing service called the BBS (Bulletin Board Service) has sprung up all over the world, especially in the USA. On a typical BBS you will find a great many messages to browse through, from programming hints and tips to an exchange of ideas. You will find messages seeking information of a specialised nature, for which you might be able to provide an answer, or vice versa. You can download invaluable information, programs, and data, which usually far outweighs the cost of a rather high telephone bill.

It is at the discretion of the Sysop (manager of the BBS) whether your messages will appear or not, and whether you will be allowed to enter into deeper levels of the BBS (generally reserved for 'honorary' members).

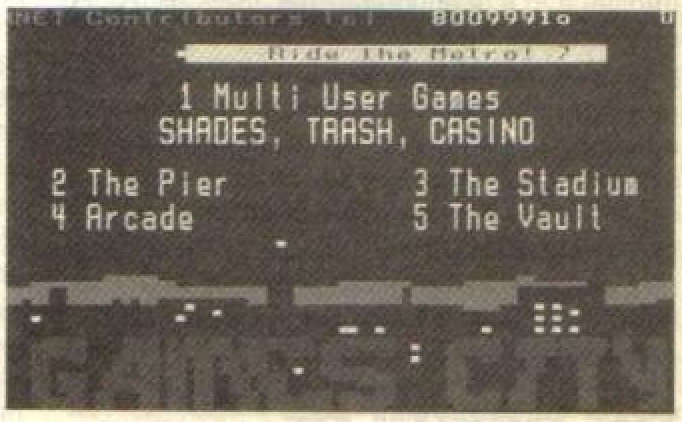
Accessing a BBS is rather like joining a group of friends with the same interest who communicate all over the world.

For business people, you will find a great deal on offer: financial services, general info, scientific databases, access to many university and polytechnic systems, and PAD.

CONTACTS:

Compuserve
CompuServe Information Services
(UK) Ltd
15/16 Lower Park Row
PO Box 676

Multi-User Dungeon
Wizards' Guild Ltd
Drachen Fels
2 Mayfair Avenue Pitsea
Basildon
Essex
SS13 1QG



Most BBS work on a menu basis. Choose the topic of your choice and you're off!

The future bodes well, what with parallel processing and light fibre optics. Possibly a burst of light down a fibre optic may make transmission rates of 400,000 Baud slow.

OVERSEAS DEVELOPMENT

Going on-line isn't just a national pastime, you can literally roam the world from the comfort of your modem. You can connect via local nodes to places like the USA, no problem at all. And if that country happens to have a large C64 user base - like the US - then that means there's hordes of software up for grabs.

To give you an idea of the kind of software that's available, here is the main menu Compuserve were recently offering for the C64:

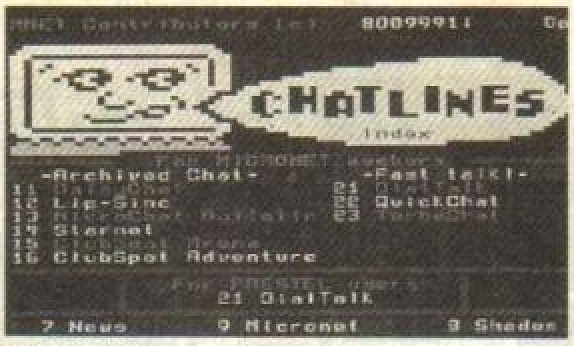
1 Help/Data tools
2 Classics Plus
3 SIDs TN Stuff
4 Music Util/Demos
5 Baroque & Before
6 Binary Brushworks
7 'Peeks' & Pix Group
8 Arcade/Action games
9 Adventure Games
10 Graphics Util & GIF
11 Board/Card/Ed Games
12 CAD & FIGUREs/RLEs
13 GEOS in General
14 Pixel Perfect & RLE
15 GeoPaint Gallery
16 TV/Movie/XMAS & RAW

Of course knowing what the menu options lead to helps, but it's fun finding out!

PRICE EQUALS PERFORMANCE

With the price of hardware consistently falling, BBSes are using intelligent modem equipment which will accept a variety of incoming Baud rates. However, the caller will want to use as high a speed as possible in order to minimise waiting time and to keep those horrendous BT bills at a minimum. Cheap RS232 modems can often cope with 300/300 and 1,200/75 Baud. Most of your time is spent reading rather than writing, and unless you plan to upload software, that is, transmit to the receiver, then usually 1,200/75 is adequate. The real benefit of using a faster reception is for when you are downloading software from a bulletin board.

So where can you get your modem from?



...and if you just want to chat, get typing!

Your best bet is to check out the advertisements in computer magazines and then write away for information until you match price with performance. There is a great deal of very useful and valuable software available in the PD (public domain) market place, which can be checked out! Just remember, however, once you do obtain and hook up your modem, and start discovering the endless lists of telephone numbers for services and BBSes (which you will soon acquire from BBSes), then your `phone bill will go up correspondingly.

BUT WHY?

Of course, the first real question you probably need to ask yourself is why you want a modem. And then work backwards from there, check out the available software and whether you want viewdata – that is, Prestel and Compunet for example. Full colour window-like environments – or the scrolling system where text scrolls on to the bottom of the screen then off the top. The Amiga is more suited to one type of software and the C64 another. So search carefully for what you want. Next you need to check out exactly where you might be able to acquire a modem to suit you. Basically there are those, often known of as the `black box', which plug into the cartridge port on the back of your C64, and there are others which will plug into the serial port – these are more likely used with PCS and Amigas. Once you have plugged the modem into the computer, serial port or cartridge port as the case may be, you simply plug the modem into your telephone socket and you are ready to boogy! Many of the companies, including Commodore, no longer manufacture modems suitable for the C64, having moved on to the Amiga and the PCS, which means obtaining a modem for the C64 can become tricky.

WAR GAMES

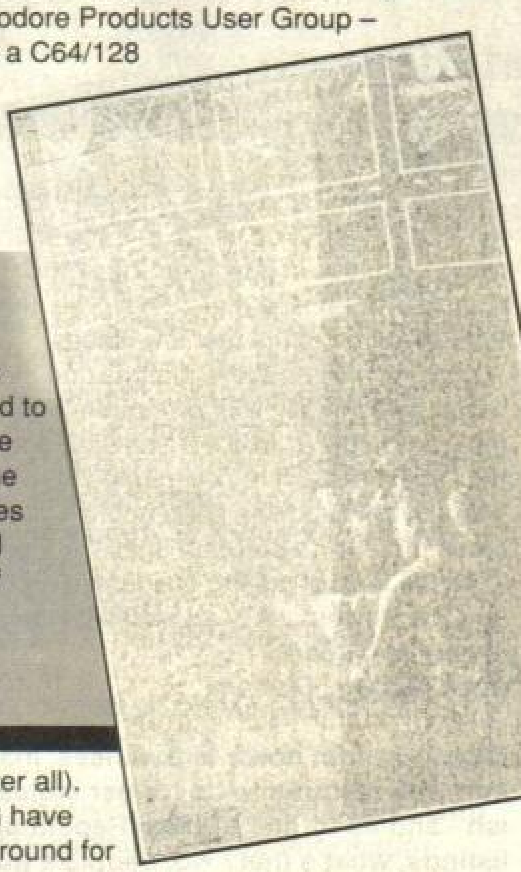
Probably the most famous modem in the world was seen in the movie *War Games* (MGM-UA 1983). This told the tale of some bright young prankster who loved to roam the ether-net and log on to any kind of BBS. The reason for his prowling is that he likes to break into the private bulletin boards of companies and military bases (which is extremely illegal!). All goes swimmingly until when 'innocently' playing a computer game on one of these boards he almost triggers World War III.

War Games mixes up high adventure and chilling horror story of accidental nuclear war.

USE-A GROUP!

There is one extremely useful place for you to start, if owning a modem is what you desire, or maybe even need to help run your business. Before you do anything, my recommendation is to contact ICPUG (Independent Commodore Products User Group – and as a C64/128 owner that is what you are, after all). ICPUG have been around for something like 14-15 years and have built up a large PD library, not just for the C64 but also for the Amiga. But, more importantly, they have built up a deep reservoir of knowledge and can probably answer any question you may care to put to them. In fact, without the help and advice from Jennifer Goldsmith of ICPUG this article would never have seen the light of day! (thank you, Jenny).

They have several thousand members, many of whom have, to coin a brand new word, upgraded to Amigas and PCs but retained their earlier equipment, and you might just find someone who would sell you a modem, with all sorts of bits and pieces to go with it, which is no longer available from the usual commercial outlets.



You can get in touch with ICPUG by telephone - in the evenings - on 081 346 0050. You won`t go far wrong, and you could learn a lot to your advantage as well as save yourself enormous expense (after all some modems will cost you £800 +). The advice you will receive is second to none, given by friendly 'old hands' at the C64/128. Who knows, once tasted you might feel inclined to join them!

TALKING PAGES

One major restraint on moments of modem madness is of course the cost. How much will a couple of hours on the local BBS cost you? Well the costs vary depending on the board you choose to use. Most however charge a 'subscription fee' which allows you to log on whenever you wish at a minimal cost. A typical example of such a pricing structure can be found with Compuserve.

To join will cost you £22.95. Then if you use the service between 7:00pm and 8:00am it will cost you £2.60 per hour (free if you live in London) and between 8:00am and 7:00pm £4.80 per hour - remember you have to add the cost of a local call on to this as well.

What's on offer though makes these charges look small. Compuserve for example offer masses of different specialist services such as international weather and sports news, travel information, limited forms of electronic shopping, money market info, games and specialist boards for collectors of Sci Fi and stamps through to tropical fish. Not all these services are available to everybody, but you're sure to find a BBS that caters for folk just like you.

MUST DASH

Finally, I would like to finish this brief encounter with modems in mind by saying that once you do obtain and hook up your modem, and start discovering the endless lists of telephone numbers for services and BBSes (which you will soon acquire) then your `phone bill will go up correspondingly. It is, like many things, addictive!

BONES

BE A MUG

Well you yourself can't exactly be a MUG, but bulletin boards allow you to join one. A MUG is a Multi-User Game, which literally means that the game software is being run on the bulletin board and a number of users can play the game simultaneously. Whole hordes of folk can be running around the same game at exactly the same time! Unlike normal games though, some of the folk you meet aren't designed by the game writer, but are real live people sat at their keyboards doing exactly the same as you - but probably hundreds of miles away! The games tend to be of the texty-adventurey type, but even in this limited form, the chance to play against other people - who you don't know from Adam - is really exciting.

$1000
USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER
DEAD OR ALIVE
WIN BIG CASH PRIZES
0891 313584
TERMINATION
Win A Mega Drive
0891 313589
TREASURE ISLAND
CASH PRIZES
1 2 3 4 5 6 7 8 9 10
A B C D E F G H I J
USE YOUR VOICE TO LOCATE THE TREASURE
0891 313586

If you are under 18 years of age please obtain permission of whoever pays the phone bill. Max cost of call £2.70 Cheap £3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times.

INSIDE INFO

If you've got a problem, program or just peculiar question that makes you want to kill your Commodore, then rejoice, techie hit-man Jason Finch has all the answers. Drop him a line at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

DECLINING STANDARDS

Dear Inside Info
I hope you won't take offence if I say that Inside Info has been rather crap over the past few months. Inside Info is my favourite section of *Commodore Format* and I look forward to reading it every month. Well, that is I did until recently. When *CF* first started, way back in November 1990, Inside Info provided us with exactly that - inside info. Your pages were crammed with useful programs and information - exactly as they should have been. Compare this with your page (yes, that's right, page rather than pages) in *CF20*. First of all we have the C128 Keypad Converter. Hmm - this looks strangely familiar - rather like the one in *CF18*, don't you think? Next we have a list of pokes. Now, this looks even more familiar. Aha! Could it be nearly the same as the list printed in *CF7*? What a strange, unnerving coincidence! I hope this recycling of articles doesn't go on for too long (*at least it's environmentally friendly - TMB*).

Scenic Durham, home of Paul Williams, today's first correspondent in Inside Info. His house is the third on the left. Hi Paul!

On the subject of how much space Inside Info has, I realise that space is limited, but couldn't something else be taken out, rather than our beloved techie pages? (I cried for a week after receiving *CF12*, *CF14* and *CF19* - Inside Info was nowhere to be found!)

Well I think that that's enough moaning for today. Oh dear, I do seem to have sounded rather negative in this letter, don't I! *CF* is an excellent magazine, I just hope you can retain the standards of the first few issues.

By the way, is there a magazine available which deals totally with programming the 64 and using utilities and PD software and so on, and which doesn't review games? Do you know of any machine code books which could teach me how to program in this language? I think the idea of putting Inside Info programs on *CF*'s Powerpack is an excellent idea - please do it soon!
Paul Williams, Durham

Right, straight down to business. Inside Info was restored to its former status last ish - and its former quality. Repetition of listings, what's that? No, people's questions will be answered directly and more than adequately from now on.

As to the size of Inside Info, well you'll have to see that Ed chap about that. But I obviously agree with you - two pages just isn't enough (and certainly not one). The same size as that ol' grey blob Brains' pages would be better. Techie problems aren't simple to explain clearly in such a small space.

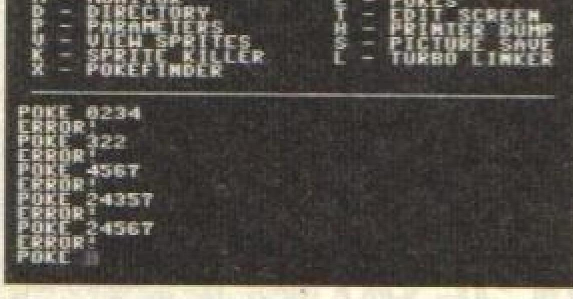
Regarding the magazine for programming and so forth. You could, assuming you have a disk drive, give *LIGHT* a try (see page 38 for a full review). It is directed towards the serious side of the computer rather than the games side - further details can be obtained from DataSphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW. As to books for machine language tutoring, get anything that is solely designed to cover machine language on the C64. A number of such books are available and all of equal merit - perhaps try out your local library.

But by far the best way to learn machine language is by experimentation with other people's code, finding out what it does and how it does it. Or perhaps you could wait for a machine language tutorial series, which may be appearing in *CF* later in the year. But don't quote me on that!

FREEZING CARTRIDGE

Dear Inside Info
Can you help us? My son and daughter both have a C64 and have been driving me mad wanting to install POKEs. I have tried and am now asking for your help. We know that to change *Flimbo's Quest* we need an Action Replay cartridge, but unfortunately can't afford one. So can you explain to us how to load a normal tape or cartridge game in order to install POKEs? Also, how do we freeze the game if we have to. Please help - we'll be very grateful.
M S Moore, Rainham, Kent

Hmmm... this one is a bit difficult to answer because there are a number of options and it really depends on the game. A few games simply require you to load in the loader routine - you know, the bit on some games that takes until about 015 on the tape counter to load - and then make a small change and continue loading as normal. But these are few and far between.



```
       (C) DATEL ELECTRONICS 1989

F1 - BACKUP  F3 - RESTART  F7 - SCREEN

M - MONITOR          E - POKES
D - DIRECTORY        T - EDIT SCREEN
P - PARAMETERS       H - PRINTER DUMP
V - VIEW SPRITES     S - PICTURE SAVE
K - SPRITE KILLER    L - TURBO LINKER
X - POKEFINDER

POKE 0234
ERROR!
POKE 322
ERROR!
POKE 4567
ERROR!
POKE 24357
ERROR!
POKE 24567
ERROR!
POKE
```

Freezer cartridges make cheating real easy. Just press the button, whack in the number and you're dead hard, not dead.

For most games you'll have to freeze the computer in order to install POKEs, because you need to make small alterations to the game's code which obviously isn't in the computer's memory until after the loading process. You may find a cheaper alternative to Action Replay around, such as BDL's Power Cartridge - a full review

of which can be found in *CF20*. Other than that you may just be able to reset the computer with some games, enter the POKEs and restart the game with a SYS command. These are characterised by the supplying of a SYS number to call.

All you need here is an infallible reset cartridge; a good one is obtainable from Cavendish Commodore costing just six pounds. You should state that you would like one that plugs into the cartridge port, not the user port. The address is Cavendish Commodore, 144 Charles Street, Leicester, or you can 'phone them on 0533 510066 - you could then enquire about posting and packing costs.

PRINTER HASSLES

Dear Inside Info

I own a Commodore 64 and have just bought a second-hand Commodore MPS801 dot matrix printer with no manual. The printer works well with listings of programs on disks and tapes, but after RUN is executed, I don't know what command sends results of programs to the printer for printout. Can you enlighten me as to what command, if any, is used to produce a hard copy printout, please. I would be grateful if a solution to the above problem can be given to ease my backlog of work schedule.

Richard Viatonu, London

I think what you need are the OPEN, PRINT#, and CLOSE commands, although I'm not entirely satisfied that I understand your query. To use the printer from within a program, the program must have something like an OPEN 1,4 or OPEN 4,4 command in it. Then PRINT#1, "test" or similar must be used for output to the printer. CLOSE is used after everything. If these are not in a program then it won't output to a printer. You could try adding a line OPEN 1,4: CMD 1 and then everything that is PRINTed to the screen will go to the printer instead.

To get a hard copy of a listing, all you need do is enter OPEN 1,4: CMD 1: LIST and then PRINT#1: CLOSE 1 when it has finished. I hope that somewhere herein lies the solution to your printer problem.

SEQ NOT PRG

Dear Inside Info

Although I'm not exactly a good programmer, I find your column very interesting. However, I have recently run into what I imagine must be a very simple problem.

When I bought a disk drive last month, I didn't get a manual with it as the drive was second-hand. While looking through some of the disks I got with it, I discovered a SEQ file (as opposed to PRG), called 'Editor', in a directory. All attempts at loading this brought the response "File not found error", while OPEN 1,8,4,"Editor" gets the drive whirring but no program.

Could you please tell me how to read these files, and indeed what they are, and perhaps do an article on DOS commands and how to use them. Failing this, could you tell me where I could obtain a disk drive manual and a *Programmer's Reference Guide*. Thanks.

Before I go, did you know that you can load a program by holding down SHIFT and pressing the 2 and 4 keys in succession?

Lee Colclough, Bournemouth, Dorset

Beware of strong magnetic sources when you're storing data. Speakers, TVs and the like can completely scramble hard coding work!

Right, then. SEQ stands for 'sequential', and files are stored byte after byte without any sort of header to tell the system where in memory to put the files when they are loaded. Rarely can these programs be executed - more often than not they are word processor text files or such like. To view one you can use the following program:

```
10 OPEN 2,8,0,"editor,seq,read"
20 GET#2,A$
30 IF ST=0 THEN PRINT A$;: GOTO 20
40 CLOSE 2
```

SEQuential files can also be used with cassettes, usually to store information such as text or names and addresses. An article on DOS commands may be a good idea for all our readers who possess disk drives and haven't really used them much yet. You can obtain a copy of the *Programmer's Reference Guide* from most computer stores that stock Commodore hardware, although the availability of the book isn't very widespread.

Disk drive manuals are slightly more difficult to get hold of still, and unfortunately I cannot recommend to you a reputable company that will definitely have some in stock.

The only thing I can suggest is that you give Commodore themselves a buzz on 0628 770088. Regarding your last point, no I didn't know about this trick - it's probably to do with a bug in the C64's keyboard map. But it may not work with all models - it produces a quote first, followed by the word LOAD and a carriage return, but I'm not convinced of how you would use it to load a program correctly.

WHAT DO YOU WANT?

In order to make sure that this techie section deals with the needs and likes of all you readers, you'd better tell me what you want. For example, would you like more lengthy and numerous listings, or a variety of letters and replies with a few shorter listings? Write to Jason Finch at: Inside Info, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

VARIABLE GOTO

Dear Inside Info

I have two small problems to try and solve. Firstly, I nearly finished a program on my C64 when I stumbled on a problem. I've got my C64 to choose a random number between 1 and 100 and called it A. Then I've made L equal 2000+A. Now here is my problem: is it possible to make my program 'goto' line L? If so, please tell me how.

My sister and I both like writing programs. However, my sister has just wrote a long program and then saved it on to a blank cassette. Now when she loads it, the computer adds lots of new lines to it and changes other lines into garbage. Also, the program only half loads! Please, please, please could you tell us what's wrong?

Steven Bulmer, Malton, North Yorkshire

Your first question relies on a rather nifty piece of machine code which can be incorporated into your main program with just one line. Simply add this to the start of your program:

```
5 FOR N=0 TO 8: READ X: POKE 679+N,X:
NEXT: DATA
32,241,174,32,247,183,76,163,168
```

Then whenever you wish to 'goto' a line by using a variable, give the command SYS679(2000+A), for example. The SYS679 just calls the piece of machine code - never mind about the details of that. Then you simply follow it with the line number in brackets.

Your second problem is not so simple to solve and indeed it is unlikely that it can be solved at all! The problem with cassettes is that they are so easily corrupted by all sorts of things - being left on top of a television, near the C64 power supply and so on. If your Datasette loads in some of the program all right then it is likely that this is the cause - the information on the tape has been changed due to magnetism. I can't go into the physics of why that happens here, but suffice it to say it does.

If this is what has happened, then unfortunately there is nothing you can do to retrieve the whole program. You could try to salvage what you are able to load and write it all down or print it out, but ultimately the whole program will have to be entered again.

HORROR BEYOND BELIEF! CERT X

The Mighty Brain

Bring me my old movie stills! That's all TMB has said this month while remembering his early film career. To stop him wibbling, send a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Lights, sound and roll 'em.

ON THE LEVEL

Dear TMB

1) A long, long etc. time ago, somebody said - though not very clearly - about a competition review. What I think he meant is that you should have a competition to write a review of a game, give a score, uppers and downers, and so on. It would have to be a game that everybody had (or one from the Powerpack). Well I think it would be a good idea, what do you think?

2) Why have there not been any charts in the mag since *CF*17?

3) Believe it or not I have not got a horizontally-scrolling shoot-'em-up. Which is the best one available at budget prices?

Robert Kelly, Stockport

1) The letter you're referring to was in *CF*5, p.41, titled *The Magnificent Seven*, and it did indeed refer to a review compo much like the one you suggest. I really liked them and, well, let's do another! Anyone who fancies their chances at writing a review of any game or demo from *CF*20 or 21 Powerpack do it! We'll award a year's free subscription to the best two entries!

2) We haven't had the room. The decision was taken that with so much stuff to preview, a half page worth of charts really couldn't justify the space. Of course, if you really want them back...

3) My fave sideways-scroller of all time has to be the classic *Silkworm*. It has a two player mode, masses of on-screen bullets, loads of levels and not a single alien gets killed! It scored 87% in *CF*18 and is available from Tronix (081 9602255) for £3.99.

TMB

Neil West, *CF* star, *Sega Power* Dep Ed and *Gamesmaster* star is reminded that sharks often eat folk who jump ship!

SPLITTER!

Dear TMB

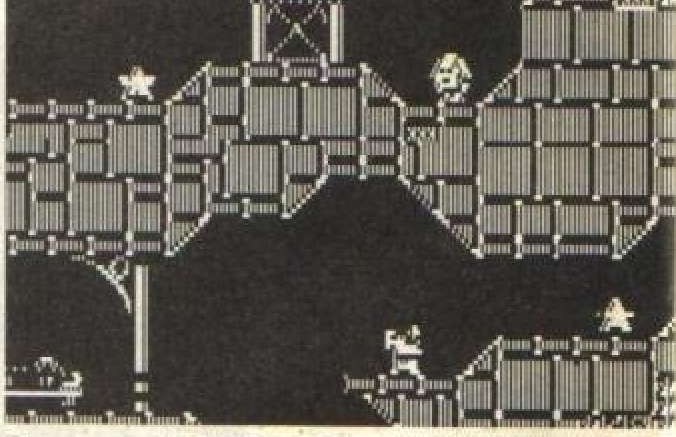
I'm slightly confused. Is that Neil West chappie (you know the one) the same Neil West who works as deputy editor for *Sega Power*? My brother gets *Sega Power*, and as I was browsing through I happened to spot the unmistakeable name and face of Neil West. I also saw him on *Gamesmaster*. He's not thinking of leaving the *CF* team is he?

Lucy Arkinson, Northampton

Neil West a splitter? Never! Neil is part of the extended *Commodore Format* family here at Future Publishing. He works full time as deputy editor of *Sega Power* but still finds time to do what he loves best - playing C64 games!

So the fact that you see stuff by him in *Sega Power* and on *Gamesmaster* doesn't mean he's jumping ship. Neil would never dream of doing such a thing, he's too quiet, too sensible and, besides, his mum wouldn't let him!

TMB



Excuse me Mr TMB sir, but you haven't seen another 72 locations have you?

SPELLBIND?

As you're the mightiest of brains I knew you would answer my question. In *Spellbound Dizzy's* instructions it says there are more than 100 different locations. I've counted 28 in the whole game. Do you know where the other 72 have gone?

Peter Arman, Leicester

Ah well, you see there are two versions of *Spellbound Dizzy*. The first version was released through the *Dizzy Collection*, and while the instructions said that there were 100 locations, this was a mistake. There are only 28 locations here. In the full budget release version CodeMasters promise to have all 100 locations up, running and explorable.
TMB

WISH YOU WERE HERE

Dear TMB
1) Do you think it would be possible to print Powerpack pokes as well as listings?
2) In *CF*20 Roger Frames said that he liked Midnight Resistance a lot, so why did he only give it 43%?
3) When will *Exile* be available in the shops?
4) Do you think *Great Giana Sisters* is any good?
5)Is Pink Floyd's *Dark Side of the Moon* any good?
Joachim Holte, Norway

1) Yes. I'll hassle Meester Roberts immediately.
2) Roger did in fact give the game a higher score - around 86.53462%. However, those art people who put the page together, accidentally copied the score from *Navy Moves* into the *Midnight Resistance* box. Sorry for any confusion, but rest assured that the culprit has been moved to another mag - haven't you Lam!
3) Right about now!
4) It's a cracking *Mario Bros* style game. So much so, that it had to be withdrawn. If you find a copy, it's a bit of a rarity and a decent game, so snap it up!
5) Having no ears, my musical critical ability is not as sharp as I would like. But ace programmer Jeff Minter, James 'the games' Leach and super-sub Cathy Parnham all agree that *Dark Side of the Moon* is one of the best circular platters of vinyl with grooves cut into it ever created!
TMB

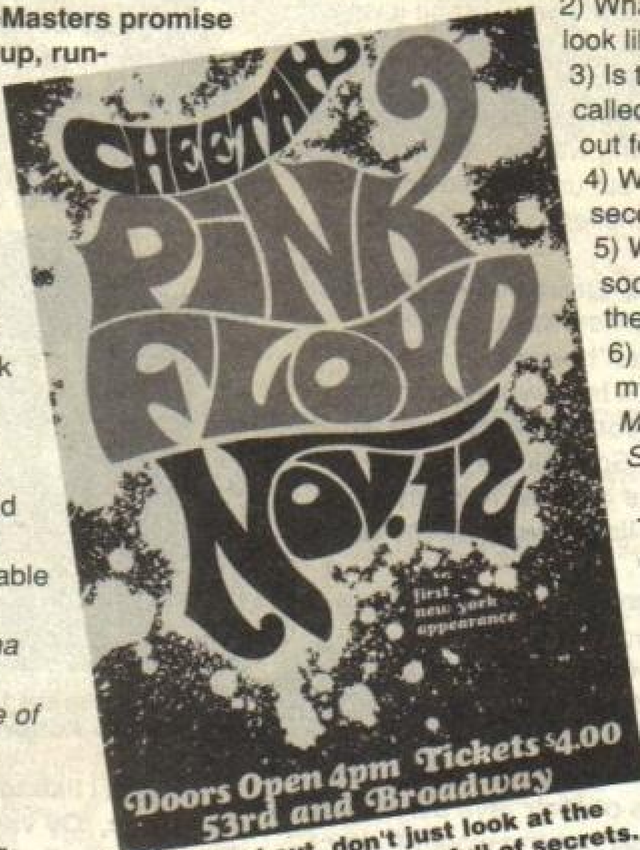
NUMBER 6?

Dear TMB
I recently purchased *CF*20 and saw in the back issues pages that *CF*6 was on sale. Does this mean you will be bringing out other early issues in the next few months?
Richard Bruin, East Sussex

The reason we advertised these early back issues all of a sudden was quite simply we were lucky enough to find some more. Roger had stashed a whole pile under his bed as 'an investment', and our mail order department moved and found loads behind the radiator. So we put them on sale. We are unable, I'm afraid, to reprint the early *CF*s. Every time we track a few down though, we'll let you know!
TMB

MAMA MIA!

Dear TMB
Don't slam this letter down until you've answered my questions.
1) Will there ever be a *Creatures 3*?
2) What does your Mom look like?
3) Is there a game called *Repton* (1/2/3) out for the C64?
4) Will there ever be a second *Rodland*?
5) What is the best soccer game out on the C64?
6) Will you answer my questions?
Mark Coterill, Sutton Coalfield



At the final cut, don't just look at the wall, explore the saucer full of secrets.

1) Maybe, but only when the Apex boys even start thinking about the possibilities. First, they'll need a long lie down in a dark room after finishing *Creatures 2*, which hits the streets this month.
2) Like me. Large, bulbous and dead good. I think she's really rather pretty, but then she is my Mum!
3) Yes. *Repton 3* was released by Superior Software some four years ago. It wasn't very good though!
4) A second *Rodland* relies heavily on Jaleco producing a second coin-op for Storm to get their claws on for conversion.
5) Brighton vs Wrexham, FA Cup third round 1985/6 season. As the two teams came out some thug threw a C64 on the pitch. The ref didn't have time to remove it before kick-off and the whole match was played quite literally 'on the C64'. It stood up to this bashing remarkably well, but showed little appreciation of the off-side rule! But that's not really what you wanted to know though, is it!
6) No.
TMB

TMB CBM?

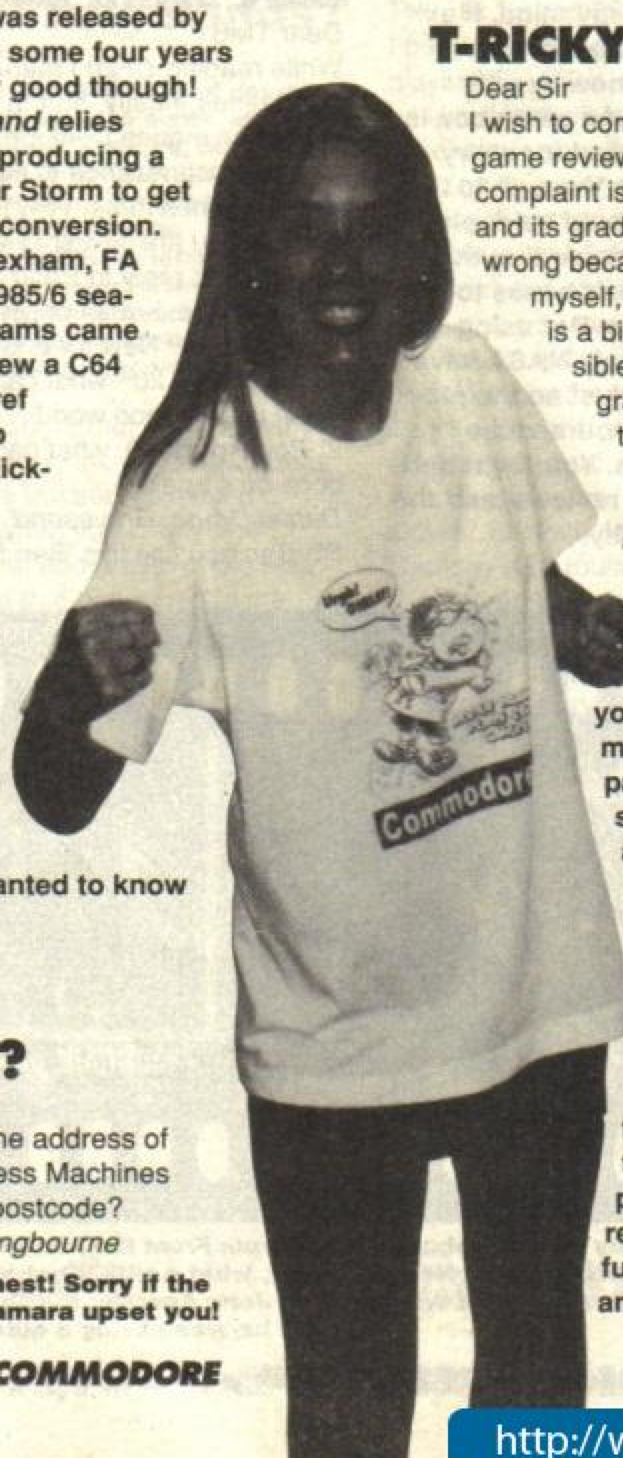
Dear TMB
Could you tell me the address of Commodore Business Machines (UK) Ltd and their postcode?
Alex Highland, Sittingbourne

Sure, they live at CBM UK, Commodore House, The Switchback, Gardiner Road, Maidenhead SL6 7XA. Their 'phone number is 0628 770088.
TMB

MISS OGINY?

To *CF*
This letter is about the *CF* 'Urgh Girls' T-shirt. I'm sure that lots of other girls feel the same way about this matter. I think you are a sexist pack of haters and I was disgusted when I spotted this so-called T-shirt you are selling. This T-shirt is tacky, tasteless and not to mention sexist. As you have gathered, I wish to complain.
Joe Bloggs

If we have offended you 'Joe' you have our apologies. I would however like to stress just why we advertise this 'so-called' T-shirt (to see the ad we're talking about see p.50 of *CF21*). Firstly, the idea was Roger's - so its theme should be of no surprise - but we thought that it had a certain ironic humour. We do not believe that anyone would want to wear an 'Urgh Girls' Tee-shirt seriously, only in jest. Besides, I'm sure that Cathy, Lisa, Jane, Claire, Alison, Tamara, Michele and Jackie - all of whom work on the magazine - would soon let Ollie, Roger, Trenton and James know if they felt that *CF* was guilty of gender prejudice.
TMB



It's only a joke, honest! Sorry if the attack of the 50' Tamara upset you!

T-RICKY!

Dear Sir
I wish to complain about the budjit game review on p.50 of *CF*19. The complaint is about *Rick Dangerous* and its grading of 90%. This is all wrong because I have got the game myself, and at the beginning there is a big boulder which it is impossible to get past. How can you grade it at 90%? I also think that you should have told Commodore how stupid the game is.
Michael Kirby, Essex

Michael, I do not normally give games tips, but as you seem rather angry I'll make an exception. To get past the boulder at the start, just run right as fast as you can, then as you drop off of the end push the joystick left and Rick moves in the air. As soon as he lands, run right and hey presto you're safe. The *CF* team has played the game numerous times - at the time of full-price release, budget release and often just for fun. It's an excellent game and, if anything, deserves

more than 90%. But even if it had been appalling, our telling Commodore would have made no difference. They are hardware manufactures and have no say with regards to the software published to run on their machine. Still, persevere with *Rick*, it really is good.
TMB

***Rick Dangerous* - just lame or is it a great game? Don't tell Commodore!**

THE ART OF BOXING

Dear TMB
What do you think about screenshots on game boxes. When I first got my C64 I bought quite a few games because the screenshots looked good, but when I loaded it I found that they were Amiga screens. Some games tell you which computer the shots come from, but not all of them. I am now experienced enough to know which screenshots are C64s and which are not. I know several other people who have fallen into the same trap.
Colin Mann, Morpeth

It's outrageous isn't it! To my mind, if a game is being sold, the potential customer has every right to know exactly what they are buying. So, if a game box is multi-format (ie it will be used for every version from the Spectrum through to the PC) then every version should be depicted on the box. It's understandable that the games companies want their boxes to look as spanky as possible. But using stills from a version that only NASA have got the computers to run, just so the picture will have 40 billion colours, does seem like a bit of a con. Your best bet is to read the reviews, and the boxes, carefully.
TMB

SOUND GARDEN

Dear TMB
Please print this letter as the last one that I wrote was six years ago when I was seven!
1) Are you aware that the *Silkworm* cheat you published in *CF*9 doesn't work? (and it isn't my lousy typing!)
2) What do you think of *Nirvana*?
3) I think that the leaving presents Andy Roberts got Lam Tang were as funny as (negative sounding but unprintable image).
Chris Mallatratt, Mansfield

How could we have answered your letter seven years ago, when we're only 21 issues old? You can't blame us for that!
1) I am aware that it isn't working for you. Are you sure that you have the right version of the game? Sometimes budget re-releases and the original full versions are different. This listing was for the full-price version.
2) As I have said before, my lack of ears makes appreciating music difficult. As sound is a waveform I can read it, but telling good from bad is not very easy. So to help me out, EVERYONE who writes in to TMB for the next month (until 16/7/92) must put the name of their fave band in as a PS, to help us sort out the wheat from the chaff!
3) Well, I thought the hat was rather neat!
TMB

BEN SAMPSON IS FAT

Dear TMB
While reading *CF*20 I made two remarkable discoveries. Firstly, on the cover and poster, the space marine Deckard bears more than a passing resemblance to Harrison Ford of *Indiana Jones* fame. Why??!! Also, I found out that you are Jewish! How do I know this? Well in your reply to Peter Tallagher's letter you used the Jewish phrase 'Oy vay'. Am I right or what? Now for a few quick points.
1)Powerpack 20 - what can I say - excellent. Keep up the good work!
2) Powerpack 19, what can I say? Useless, don't do it again!
Daniel Drane, Gravesend
PS Can you title this 'Ben Sampson is fat'!

Close, but no cigar! Yes the cover artist, Paul Kidby, deliberately chose to fashion the marines on famous space heroes. The name should have given you the clue as well as the face. Yes, it was Harrison Ford, but not of *Indy Jones* fame, but *Blade Runnner*, as Deckard was the name of the character he played.

As you know I am not from this world. Since coming here I have learned every language, phrase and word. Your planet offers a beautiful diversity of tongues, phrases and expressions, and I like to let my faves slip on occasions. 'Oy vay' is one such phrase. It's smart, really nice and earthy.
1) Thanks very much!
2) Sorry, we won't. We won't be doing another 19 ever again, but we do try to put a variety of software on the tape so there's something for everybody.
TMB

Is this a replicant I see before me? If you see the new Editor's cut it is!

THE END

Is there something you must, absolutely positively, definitely, 100% need to know? Then whack a letter to TMB, *Commodore Format*, Future Publishing 30 Monmouth Street, Bath, BA1 2BW - don't send any SAEs please as we can't reply! The mighty one scans the entire mail sack each month to bring the most mouthwatering letters treat since Alphabetti Spaghetti!

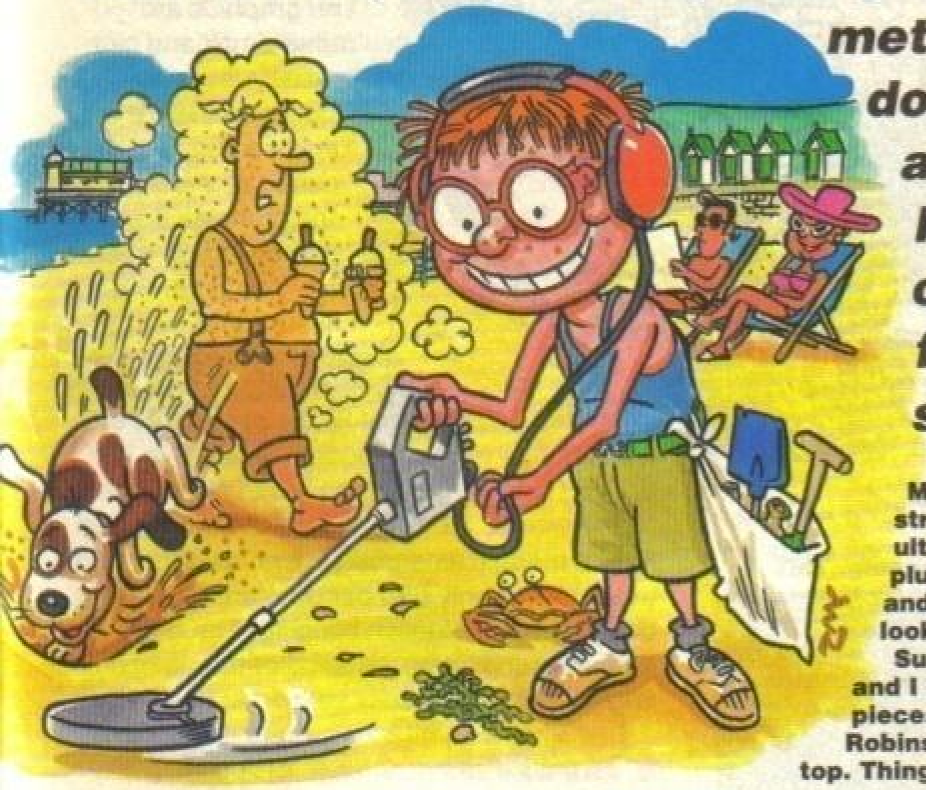
ISO 100/21
14A
Here, I am about to make my screen debut in *Frankenstein and the Monsters from Hell*. Talk about hell, do you know how hot it was inside that head?

ISO 100/21
THE BRAIN from PLANET AROUS
15
***The Brain From the Planet Arous.* Wadda movie, what a title. I got to take control of actor John Agar, by drifting into his bonce while he was having a quick kip. Spiffy stuff!**

ISO 100/21
15A
Stevie Martin, what a star! Luckily, *The Man With Two Brains* gave the Brain family a chance at the movie big-time. Left to right, Mom, Barry, me, Dad and Uncle George.

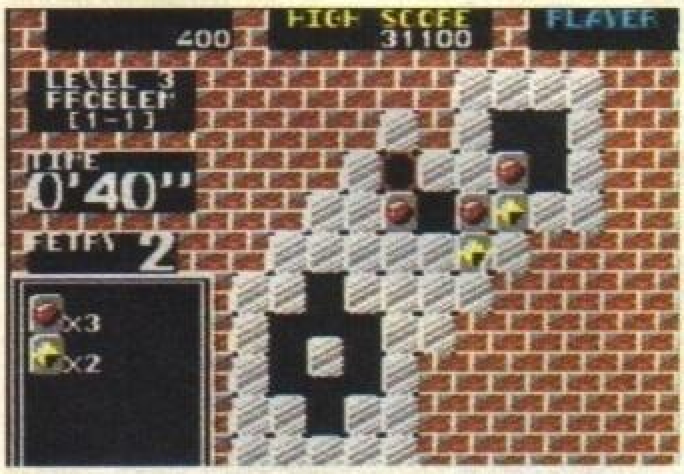
ROGER FRAMES
buys
Budjit Games

Summer's here again and the Frames family rush off to the seaside in order to turn themselves lobster red for a few days. Unable to take his 64, Roger brings his grandpa's old metal detector down from the attic. Who knows what coins he might find on the shifting sands?



Mum and Dad settled down straightaway to some serious ultra-violet soaking, but I plugged in the metal-detector and was away up the beach, looking for artifacts.

Success! Before long, Debit and I had uncovered three 5p pieces, two French coins and a Robinson's Barley Water bottle top. Things were going well...



Oh. I've made a complete pig's bottom of this. Better wait for the time to run out and try again. Frames, you're an idiot!

PUZZNIC

The Hit Squad £3.99 Contact 061 832 6633

I always play puzzle games instead of doing my homework; I feel I'm expanding my mind in a more useful way.

Puzznic is one of those 'ow, my brain hurts' games. You move matching and non-matching blocks around, trying to put similar ones next to each other. If you don't understand, tough. I'm not explaining it again.

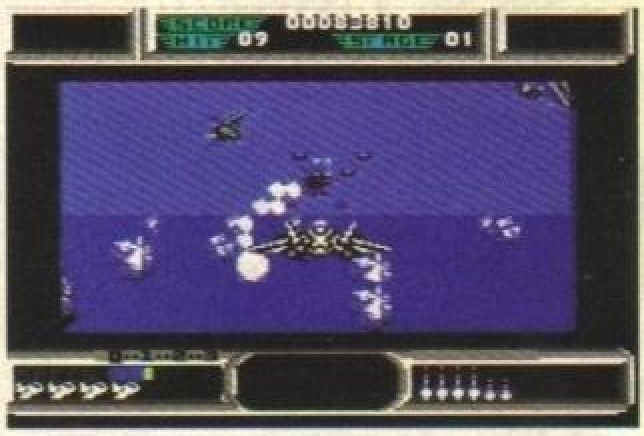
Let me say, though, that it's got nearly 100 levels, it's tricky, there's a dangerous time-limit and it's frustrating. I loved it. You know how when you play some games, you forget about everything else in your life? Well that happened to me when I was playing *Puzznic*. I almost forgot what a financially-astute, pennywise genius I am. Amazing, eh?

So if you want a puzzle game, I'm afraid it's time to bite the bullet and give £3.99 to the person behind the counter at your local shop. You won't regret it - well, not much (although £3.99 is not such an inconsiderable sum for a game like this).

PUZZNIC

As good as finding out your uncle works in the off-cuts department at the Royal Mint. *Puzznic* is fun, fun, fun, and quite enjoyable with it.

FRAME RATE **85%**



Gotcha, you evil beer-swilling son-of-an-estate agent! No one beats Roger 'Maverick' Frames, scourge of the Western Front (well, my bedroom, actually).

AFTERBURNER

The Hit Squad £3.99 Contact 061 832 6633

I peeped over Trent's shoulder when he was playing *G-LOC* a while ago, and it looked a bit like *Afterburner*. So the wheel has come full circle (whatever that means).

You fly a plane (seen from behind) which continually pours out little black bullets. You've got to hit the planes that come racing towards you, while jinking, jerking and jumble-saleing all over the sky.

You've got missiles, too, which lock on and do serious amounts of naughtiness to the enemy. Sounds good, eh readers? Well, it's fast, but not particularly exciting I'm afraid. In fact, it's about as rivetting as watching the *Open University* foundation course module 6, Geology All Around Us (© 1973).

The problem is that the plane isn't easy to control. It continually fires out bullets, so there's no danger of running out, and all you need to do is try and blast off missile after missile. Not amazing interactive action, I think you'll agree.

You'd do better to wait until *G-LOC* comes down to a realistic and affordable price, I reckon. *Afterburner* just doesn't spread the marmalade.

AFTERBURNER

Instead of buying this, try covering a pine-cone in flour and pretending to be Michael Jackson's monkey, Bubbles. You'll be happier in the long run.

FRAME RATE **39%**

MICROPROSE SOCCER

Kixx £3.99

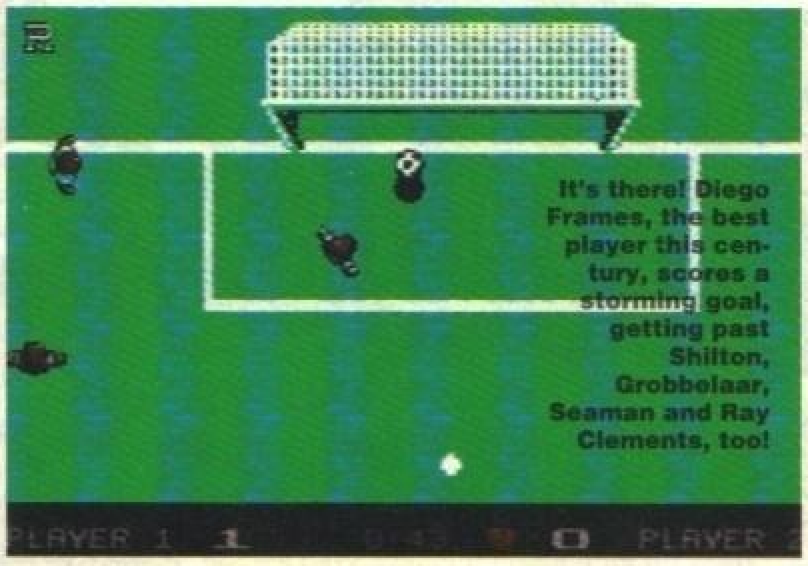
Contact 021 625 3388

Football, football, foot ba-a-all! One of my favourite songs, that. Like any red-blooded lad, I'm into the national sport. High Wycombe Wanderers, my local team, is currently at the top of the Nell Gwynn Tea Rooms Conference League Division 3.

Where was I? Yes, *MicroProse Soccer* is a pretty good game. It's got big sprites, it's fairly fast and it's got fouls, rain and the possibility of some storming goals (all with action replay).

Of course, two-player mode is the best (I beat Barry 3-1 a few minutes ago). But the computer isn't bad at all, and you can have a jolly old kickabout with the greatest of ease.

If there's anything wrong with it at all, it's the fact that *MicroProse Soccer* isn't quick and frantic enough for my liking. But, overall, a pleasant pheasant of a game.



It's there! Diego Frames, the best player this century, scores a storming goal, getting past Shilton, Grobbelaar, Seaman and Ray Clements, too!

MICROPROSE SOCCER

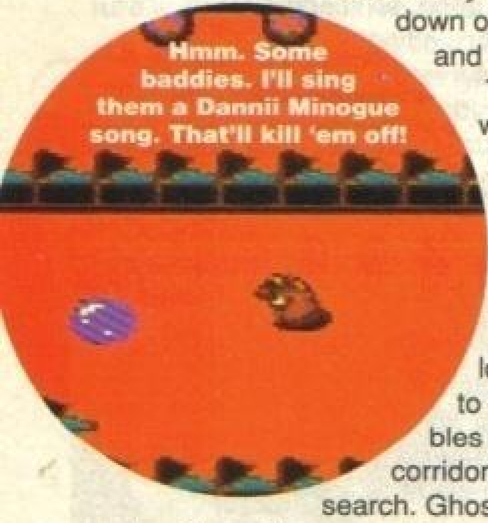
Put on your football boots, grab your helmet and strap yourself on to the rocket sled before leaping off the rapidly accelerating cliff. Then load *MicroProse Soccer* and have a laugh.

FRAME RATE 82%

PUFFY'S SAGA

The Hit Squad £3.99 Contact 061 832 6633

"I can't believe this! What a strange game," I said as I watched *The Crystal Maze* on telly the other night. But I could easily have said it about *Puffy's Saga*. Settle down on that hay-bale and I'll tell you why.



Hmm. Some baddies. I'll sing them a Dannii Minogue song. That'll kill 'em off!

The idea is weird. You have to explore a sort of place, really, level by level. There are loads of aliens to shoot, collectables to grab, and corridors and rooms to search. Ghosts, dragons and acid puddles make life tougher. Luckily you have some decent firepower, as well as a selection of Magic Goms. Don't ask.

So it's a sort of puzzley, mazey, arcadey effort. And it's not bad. It's not packed with trillions of baddies, all rushing around at once, but it's fun and playable, and will see you happily at your 64 on the sunniest days.

But wait! £3.99 is a lot of moolah, so don't be rash. Remember, a pound hidden in an old sock is worth two in the washing machine.

CLUNK
CLUNK

Then we found it. Something big, metal and very expensive sounding. This was it! The weird object might be the roof of Barry's dad's Allegro (which Barry and I buried during last year's holiday), it might be a chest of Spanish treasure worth dozens of pounds or it could even be Robert Maxwell's money-belt, washed ashore at last.

PUFFY'S SAGA

A good quality little game with a lot of mileage in it. It's fun, but not fun enough to tempt you to throw conkers at an Ideal Homes Exhibition.

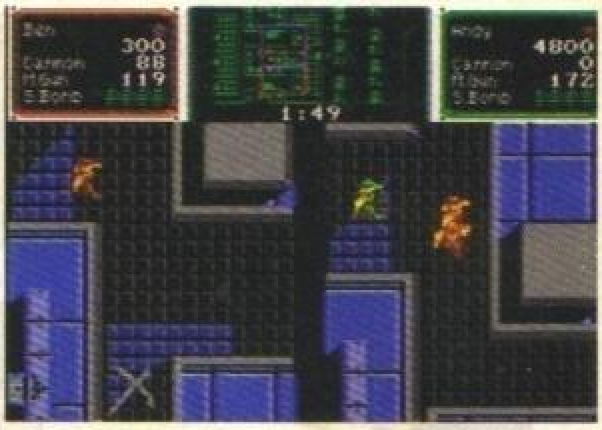
FRAME RATE 74%

CRACK DOWN

Kixx £3.99 Contact 021 625 3388

This reminds me of the time I was watching telly and I found 17p and an old wine gum down the crack in the back of the sofa. Crack down, get it?

For some strange reason, the game has got nothing to do with this. You are a little soldier-type fellow, who, seen in top view, must run around a large factory, planting bombs and shooting lots of people. This place seems to belong to some important evil guy, so it's all in a good cause.



Let's split up - we can do more damage that way. Plant those bombs, run away and cover your ears up. Some good advice for anyone planning to destroy an evil empire using explosives, methinks.

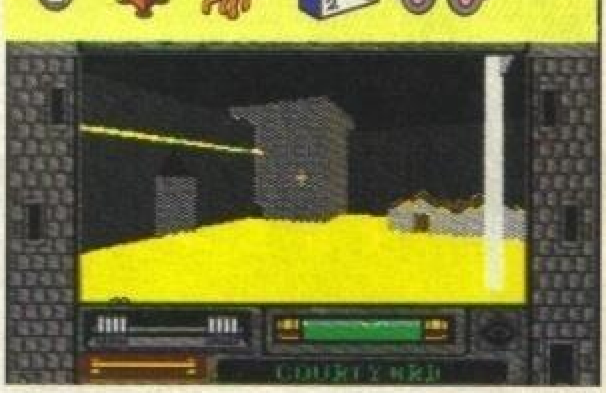
It's fast, it's violent and there's a completely excellent split-screen, two-player option, where you and a friend can jointly annihilate each level (what more could you want?). But if you don't have a friend, you can hire Barry from me at 65p per day (if you think he's worth it).

The graphics are rather small and weedy, and because there's a split-screen, you can't see much of the complex on-screen action at any one time. But I'm sure that, with a year or two of therapy, you'll be able to overcome this (Barry did).

CRACK DOWN

Find a friend (remember, Barry is still available for only 65p per day) and settle down to some okayish blasting. The only trouble is, the screen is smaller than a herring's bank account.

FRAME RATE 71%



Hooray! I'm on the church roof. I'll get out me penknife and have this lead, I think. Should be worth several pennies down the local lead shop.

CASTLE MASTER

The Hit Squad £3.99 Contact 061 832 6633

When I go to Cambridge University, I'll be taking this game to all the dances. It's a 3D Freescape jobbie, so everything is shaded properly and you can wander around opening doors and investigating things.

Your twin has been captured in the Castle Eternity, so you must creep around and get him (or her, if it's a ghastly girl) out. There are loads of puzzles, plenty of blind alleys and tons of ghosts to shoot.

It's not a quick game to play, but if you've got the brain of a puzzle addict, give it back - he'll need it to play this. The 3D looks gorgeous and it's quicker than you'd expect, when you consider how difficult it is to plot all this stuff on screen.

If you've played with *3D Construction Kit*, you can have a lot of fun wandering around *Castle Master*, looking at how the professionals do it. You'll find, though, that they do it very well indeed.

Not really a blasting game, *Castle Master* is a spookily atmospheric little thing. It's about a million times cheaper than buying a real castle, and you're guaranteed of seeing some ghosts as well. Fabbo.

CASTLE MASTER

An Englishman's home is his castle, they say. I spent a morning on the roof pouring boiling oil on visitors to our house, but Dad told me off. Still, in *Castle Master* you can do what you like and there's no one there to shout at you.

FRAME RATE **87%**

SKATE WARS

The Hit Squad £3.99 Contact 061 832 6633

Did I ever tell you about the time I went to the ice-rink? No? Well I must, sometime. But hearing the words 'Skate Wars' brings it all back. It must have taken them ages to get the blood off the ice.

Here, too, there is excessive violence. You play a man covered in steel spikes, who must play ice-hockey with another chap, and try to kill him at the same time.

It's difficult to steer properly, sliding around on the ice, and even harder to get close to the other bloke and hurt him. And as for getting the ball and scoring goals - forget it. You have to be particularly skilful to even attempt this.

The graphics aren't much cop - they're big but not particularly clear, and you won't really enjoy looking at them for long. And the action is rather boring as well. You tend to fall over too often, and knock over the other guy a lot. And that's about it really. He'll score, you'll have a go, he'll score again and you'll get really depressed and start thinking about school or something.

SKATE WARS

Pick the breadcrumbs off a fish-finger, paint it red and leave it on the horror shelf of your local video shop. The enjoyment you'll receive will be greater than that you'll gain from playing *Skate Wars*.

FRAME RATE **37%**

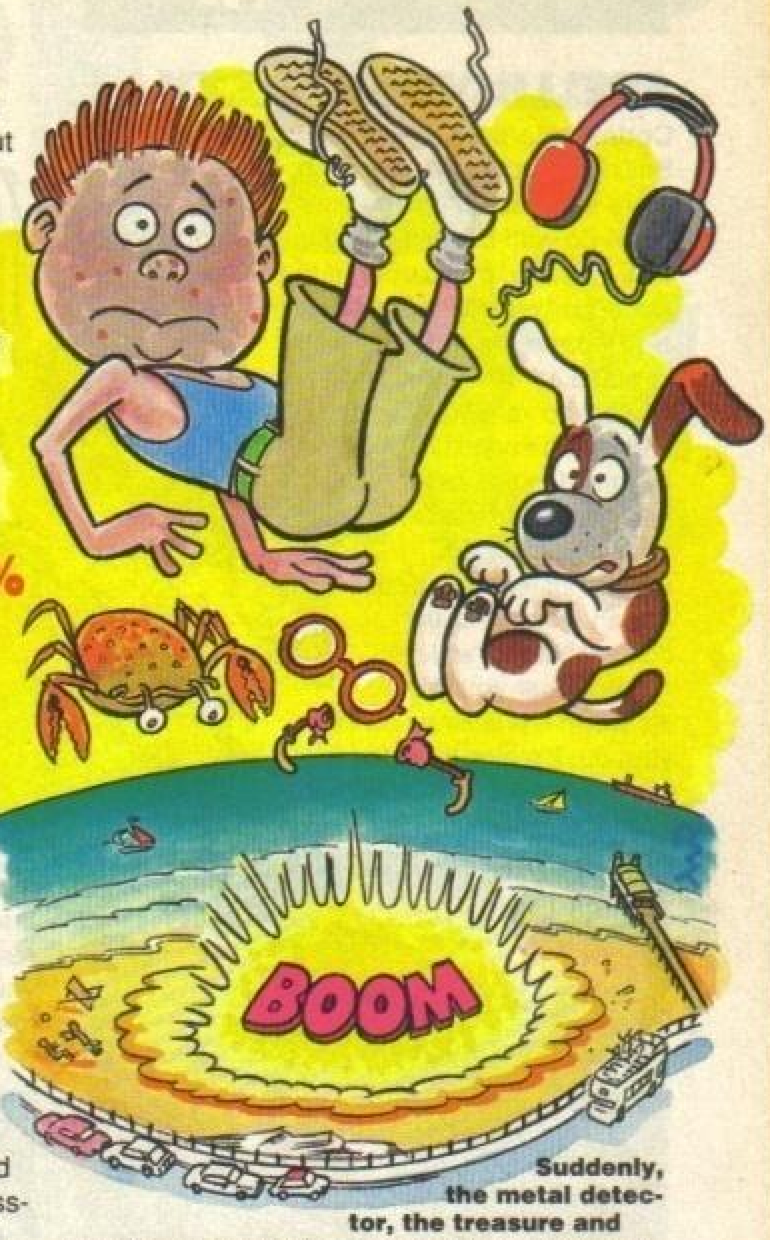
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The Hit Squad £3.99
Contact 061 832 6633

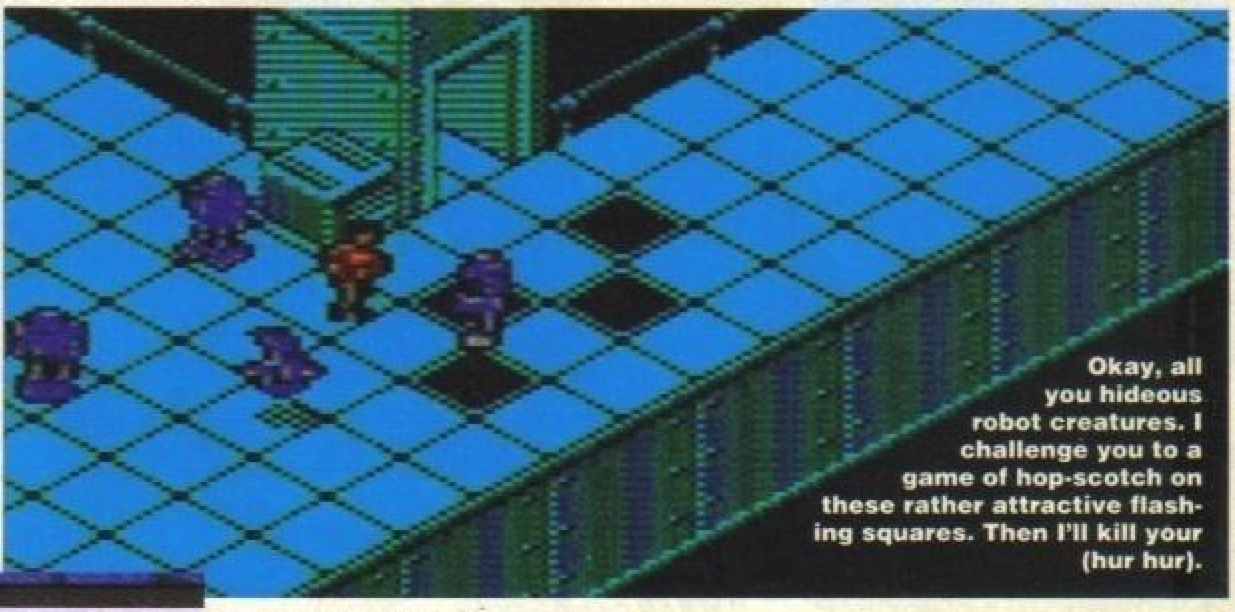
This game wins the 'Game with the longest name and the word planet in it' prize. But the judges (me) noted that it didn't have the words 'Roger Frames is ace' in it. So it lost some points there.

The idea is that you run around a 3D metal warehouse world, avoiding robots and collecting, er, things to help you find the missing scientist, Sarah Bellum. Sounds like the plot to every other game ever, if you ask me.

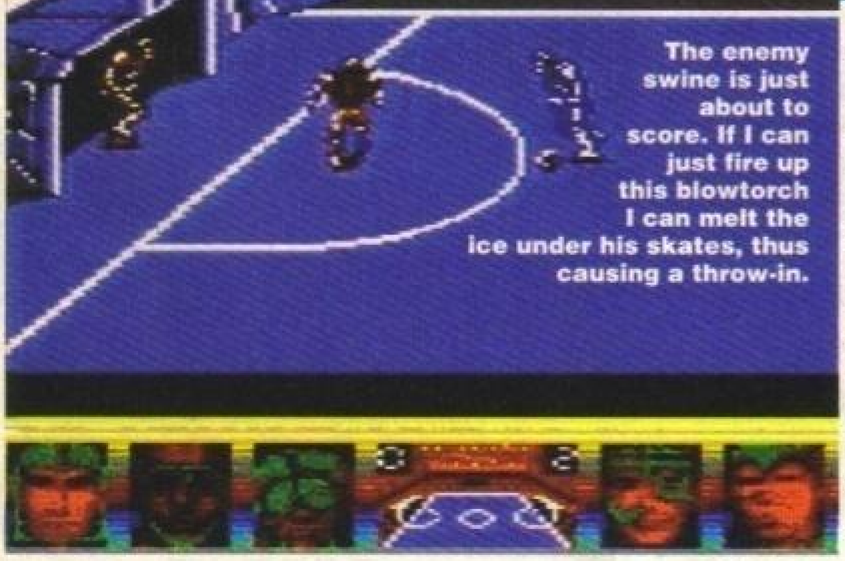
Anyway, the gameplay grows on you. Exploring the large 3D levels is a lot of fun and there's a storming two-player option as well, with both characters rushing around on the same screen.



Suddenly, the metal detector, the treasure and the beach itself disappeared in a great roar. As we flew upwards, I wondered briefly if Robert Maxwell might have booby-trapped his money-belt. If not, then the Spanish must have been shipping gunpowder around with their dosh in large metal cases. Either way, they must have been even stingier than me to have done such a mean thing.



Okay, all you hideous robot creatures. I challenge you to a game of hop-scotch on these rather attractive flashing squares. Then I'll kill your (hur hur).



The enemy swine is just about to score. If I can just fire up this blowtorch I can melt the ice under his skates, thus causing a throw-in.

As you get better weapons and more power, the destruction levels increase until you become completely hooked into a pretty playable blast-'em-all sort of game.

The 3D business works fairly well, although it can sometimes be annoying when you misjudge it (having squares on the floor helps, though). So overall it's as good as a series of jolly good things.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

It's as much fun as reversing the charges when you ring one of those stupidly expensive 0891 numbers. But it still lacks a certain 'corkerness' that would make it, er, a corker.

FRAME RATE **84%**

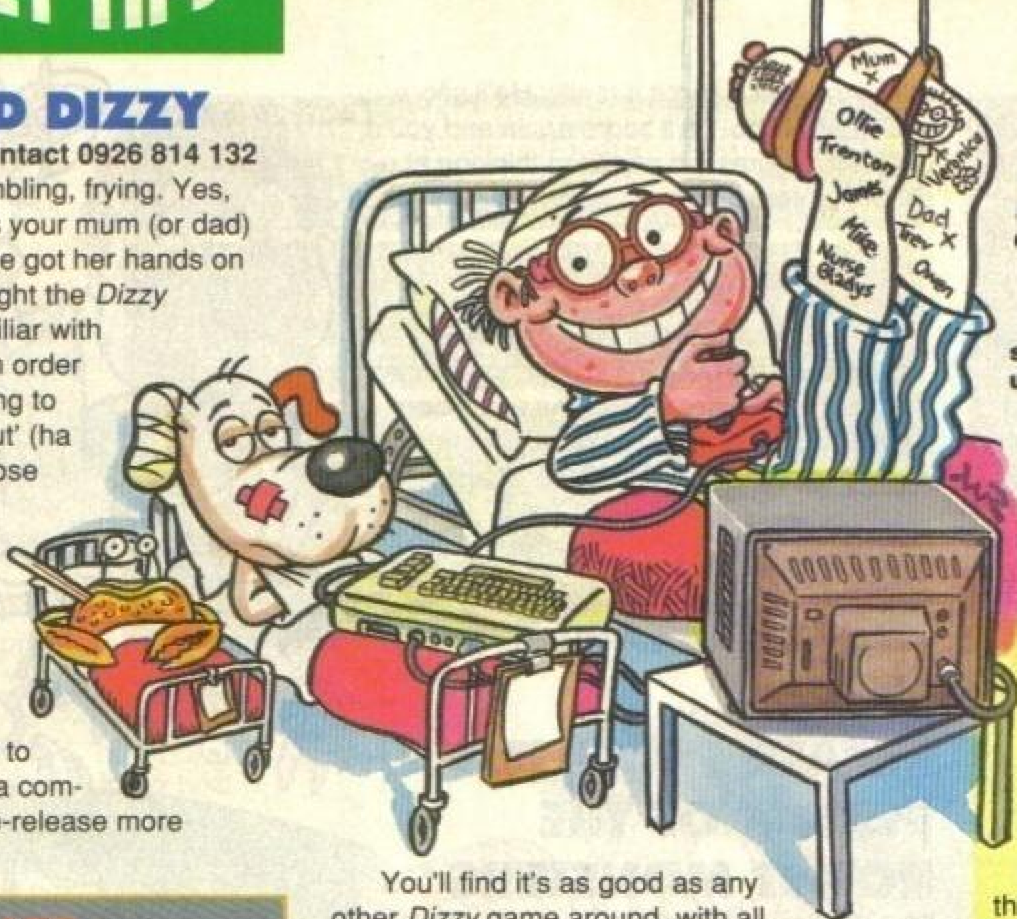
SPELLBOUND DIZZY

CodeMasters £3.99 Contact 0926 814 132

Boiling, poaching, scrambling, frying. Yes, there are loads of things your mum (or dad) could do with Dizzy if she got her hands on him. Anyway, if you bought the *Dizzy Collection*, you'll be familiar with *Spellbound Dizzy*. But in order to make it more appealing to those who've 'shelled out' (ha ha) for the collection, those fiendish Codies twins have added loads to it. There are now 105 rooms (instead of about 40) and tons of extra collectables as well.

Whether you think it's worth it is entirely up to you, but it's nice to see a company trying to make a re-release more attractive like this.

You'll find it's as good as any other *Dizzy* game around, with all the usual traps and puzzles. So, as I sad before, it's totally up to you as to whether you want to buy it. You can't expect me to make all your decisions for you. Come on, how old are you?



When I awoke and the mists cleared from my eyes, my ever-trusty 64 was right beside my bed. Debit was next to me trying to wag his tail, and there was a pile of budjit games to review for *Commodore Format*.

Anyway, the nurses said I'd stumbled across an old World War II mine. The seaside police were so pleased that I'd successfully managed to get rid of the unexploded nuisance that they planned to give me a £20 reward.

But, just my luck, the blast had broken every window on the sea-front. The cost of replacement? You guessed it - a whopping £20. Tsk. Sometimes you just can't win, eh readers?

SPELLBOUND DIZZY

Arcade adventure? It's okay for a rainy Sunday afternoon in High Wycombe. *Spellbound Dizzy* is not a bad example of it, though. Rats. I can't think of any more egg jokes.

FRAME RATE 82%

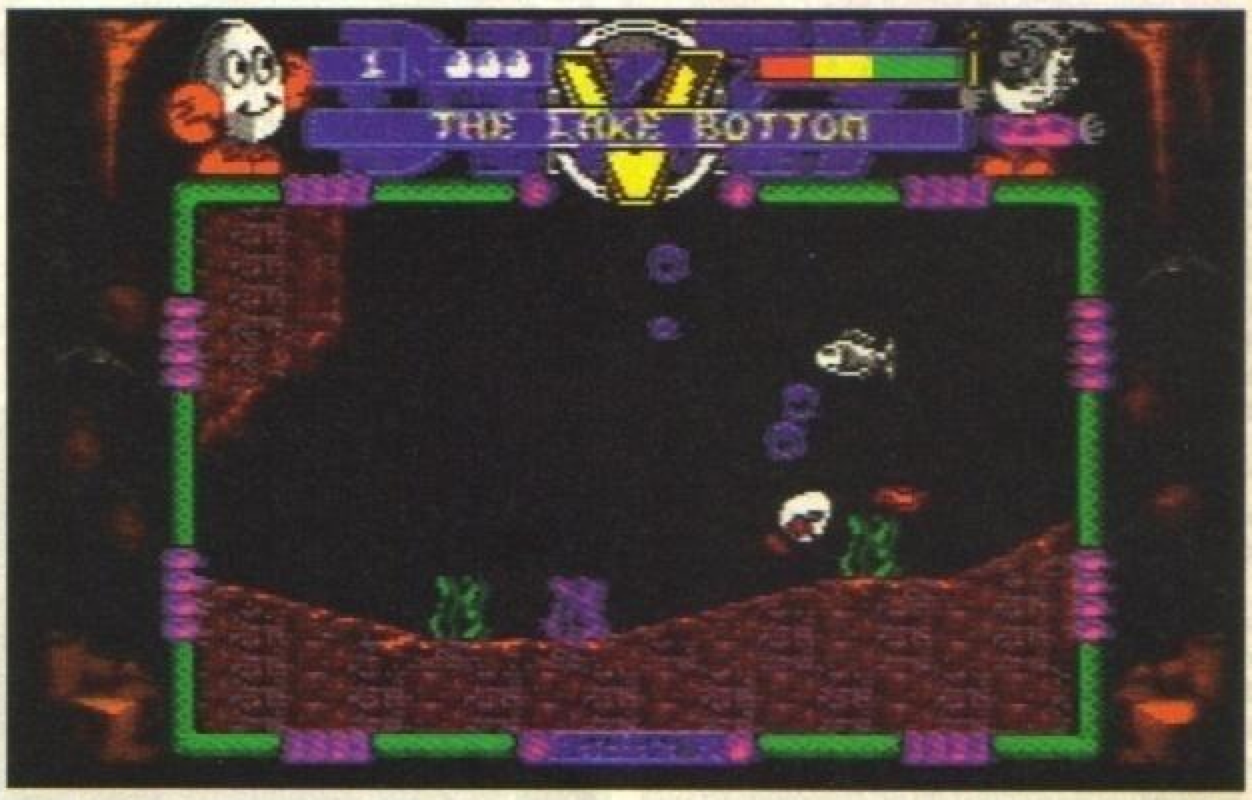
WHO FRAMED ROGER FRAMES?

We're asking you to turn in your mates. If you know anybody who looks like Roger Frames, send in a photo of them. We want to find somebody who uncannily resembles the young stinge-bucket, and we'll give the sender of the winning photo a large collection of budget software as a prize.

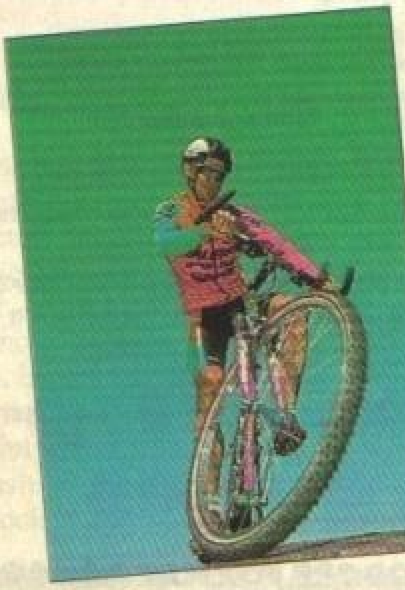
So simply take a photo of your Roger Frames-clone (be it your brother, dad, son, uncle or possibly your postman) and send it, along with your name, address and the name of your victim to:

Amusing Frames Lookalike
Commodore Format
Future Publishing
30 Monmouth St
Bath, BA1 2BW

Remember to enclose a cheeky little SAE if you want the photograph back - although if they *really* look like Frames you probably won't. The deadline is 31st July, so get snapping, when we'll publish all the most amusing snaps.



Drown, you ovoid annoyance! Eggs are only good for smashing open and dipping soldiers in. Oh, and throwing at politicians. Yes, and apparently you can put them in the radiators of cars with leaks and they bung up the hole until you get to a garage. Interesting, eh?



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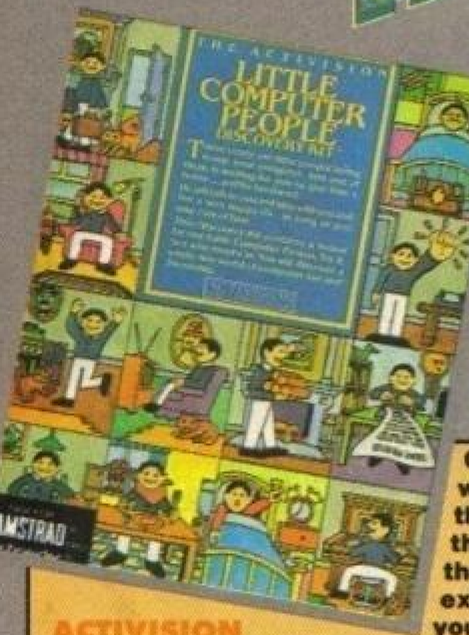
Who are these legends from yesteryear? Why were their games so good? Time and time again ancient names are dragged kicking and screaming into the 1990s, but out of context their names and games mean little. Well, you need puzzle no more; you can now be a game dropper too! Thanks to *CF*'s absolutely, totally exhaustive (except for the bits we've missed) total triv' dictionary of the Commodore 64, the early years...

The C64 has swallowed more star programmers than the Bermuda triangle has had hot ocean liners! But where do they all go? What are they doing now? Games archaeologist Gary Penn goes digging down memory lane, to find out what happened to the people who made the C64 the king of the gaming hill!

Old coders never die... they only fade away



Cute or what? And the weird thing is, they *do* exist inside your C64!

ACTIVISION

Activision's aces include David Crane (who created *Pitfall*, *Pitfall II*, *Ghostbusters*, *Little Computer People* and *Transformers*), David Van Ryzin (*HERO* and *The Designer's Pencil*), Kevin Ngo (*Park Patrol* and *Zenji*) and Carol Shaw (*River Raid*). They also released such heart-warming wares as *Toy Bizarre*, *Pastfinder*, *Future Ball*, *Master Of The Lamps*, *Rock 'n' Bolt*, *Web Dimension*, *Alter Ego* and *Portal*. Activision had a club, too, which I was sad enough to join in my youth. They are now owned by the French.

ADAMS, SCOTT - This man was considered God to some, the Granddaddy of text adventures to others, and a vastly overrated sad old man by me. Scott got the ball rolling with *Adventureland*, but after a string of *Marvel* comicbook character adventures (such as the *Hulk*), he gathered moss and stopped. Scott is currently roaming America, making a map and collecting old junk he finds on the way.

ANDROMEDA - The team of Hungarian hunks and hunkesses dished up some supremely silly sims such as *Caesar The Cat*, the plate-spinning *Chinese Juggler*, and the traffic light *Traffic*, as well as the sickly sweet *See Saw*. Their last known venture was the formation of ADDA - Hungary's answer to ABBA - in an attempt to conquer the pop world.

ACTIVISION
CHOPPER COMMAND

BRAYBROOK, ANDREW - The *Rush* fan and former Fiat X-19 owner made our day with *Gribbly's Day Out*, *Paradroid* (plus remix), *Uridium* (plus remix), *Morpheus* and *Intensity*, among others, before defecting to the Amiga in 1988. And he still thinks *Rush* are ace.

BROWN, STEVE - It was this chap, along with Gerard Depardeau lookalike Richard Leinfellner, who gave us - and Palace Software for that matter - *Cauldron*, *Cauldron II*, *Barbarian*, *Barbarian II*, *Dungeons Of Drax* and *RimRunner* (haheho). Steve left Palace Software to team up with Dick to produce some kind of video editing program on the Amiga for another branch of Palace. No one has heard of him since, though.

BARBARIAN II
PALACE
BARBARIAN

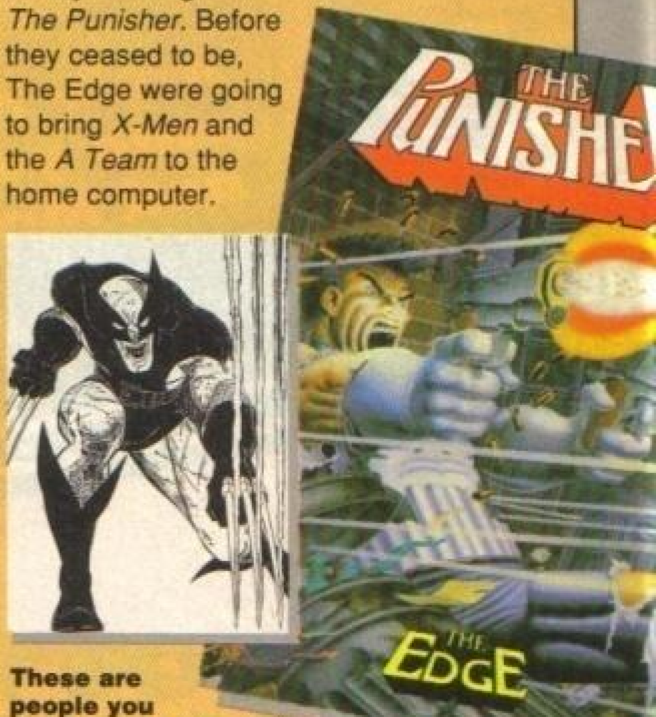
You could wear a T-shirt like this and then wonder why people laugh at you in the street.

BUTLER, CHRIS - Having brought us the zippy zappers *Hypercircuit* and *Z*, and conversions of *Commando* and *Space Harrier*, Chris gave his all to bring us two right crackers - *Power Drift* and *Turbo Charge*. He's now working for Nintendo's Super NES console.

CARVER, BRUCE AND ROGER - As Access, they carved a niche with *Neutral Zone*, *Beach Head* (and a

THE EDGE

The enigmatic Doctor Tim Langdell's company was the one which brought *Brian Bloodaxe*, *Bobby Bearing* and *The Punisher*. Before they ceased to be, The Edge were going to bring *X-Men* and the *A Team* to the home computer.



These are people you don't want to meet at Sunday School!

sequel), *Raid Over Moscow*, *Beach Head II*, the *Leaderboard* series, *Tenth Frame* and *Echelon*. As Bru and Rog, they now carve ornate Faustian figures from matches on the Las Vegas stage.

CRAMMOND, GEOFF - The strapping seven-footer, who got our pulses racing with *Revs*, *The Sentinel* and *Stunt Car Racer*, turned his attention to the Amiga in 1988. Full stop.

CYBERDYNE - They did a sleepy *Delta* sequel called *Armalyte* for Thalamus but never finished *Deadlock* with its platforms 'n' ladders 'n' blasting action. Oh well. For the record, Cyberdyne work at System 3.

Some things are too weird for explanation. This *Kettle* thing is one of them.

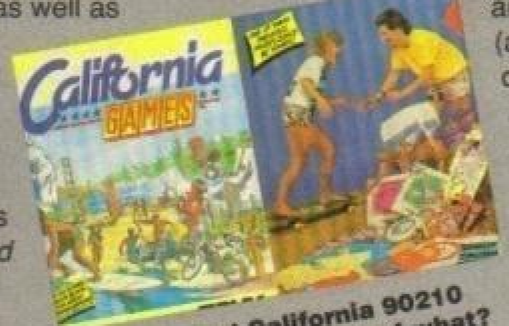
FERNANDEZ MUST DIE

TONY CROWTHER

Eeeh, they don't make 'em like they used to, eh? But when they did, this man was up there with the best of them. He reigned as King with *Suicide Loco Black Thunder Express*, *Monty Mole*, *Potty Pigeon* and *Gryphon*, but was deposed to the status of Prince with *William Wobbler*, *Trap*, *Kettle*, *Challenge Of T'Gobots*, *Bombuzal* and *Fernandez Must Die*.

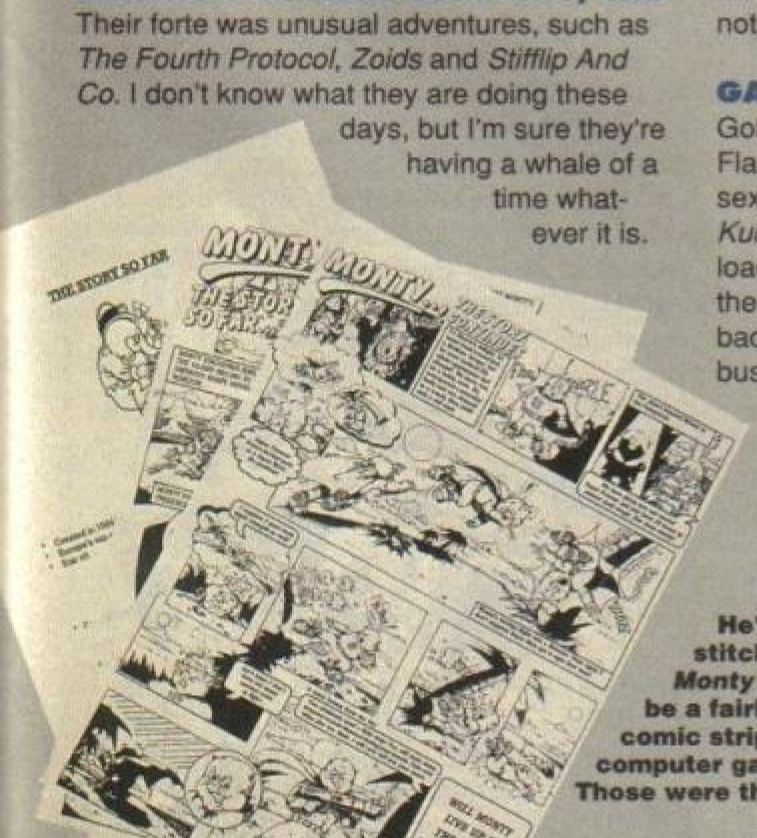
DENTON DESIGNS - *The Beatles* of the byte bashers, these boys and gals wrote *Shadowfire*, *Frankie Goes To Hollywood*, *Infodroids*, *Bounces* and *The Great Escape*. They sort of split up a couple of times, but some of the original team are still together and writing for other machines.

DOKK - Arguably the greatest Commodore 64 artist around, Dokk drew many perky piccies for Compunet, as well as loads of luscious loading screens and rock-hard software scenery and sprites for good measure. His portfolio includes *Enlightenment*, *Druid II*, *Pandora*, *IK+* and *Exile*. Dokk's pixels have also brightened up *BMX Kidz* and *Vendetta*. He has now put the 64 behind him to head off to the Land Of The Free where he's going to tie the knot. Congratulations, Dokk.



Woah dudes! California 90210 here we come. Trendy of what?

ELECTRONIC PENCIL COMPANY, THE Their forte was unusual adventures, such as *The Fourth Protocol*, *Zoids* and *Stifflip And Co*. I don't know what they are doing these days, but I'm sure they're having a whale of a time whatever it is.



He'll have you in stitches. Yes, *Monty Mole* dared to be a fairly amusing comic strip, based on a computer game character. Those were the days...

EPYX - Here's a sad case. Having been flushed with the success of *Impossible Mission*, *Super Cycle*, and their glorious *Games* series, *Epyx* went down the pan, as it were, a few years back.

EVANS, STEVE - The modest and oft reclusive Capri-driving byte wonder deserves a medal for *Guardian*, the best version of *Defender* on any home computer system (and to think it was written over seven years ago). *Rocket Roger* and *Who Dares Wins* were Steve's doing, too. He now makes his living knitting coats for small bald dogs.

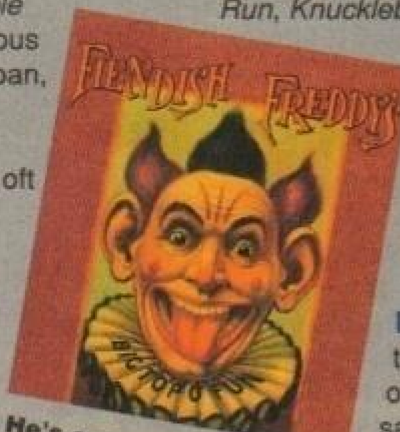
FASOULAS, STAVROS - The far-out Finnish fella was a three-hit wonder for Thalamus when they first started. Stav made a packet out of *Sanxion*, *Delta* and *Quedex* before being called up for a spell of National Service. He then wrote a science fiction book, and has just done an Amiga thing called *Galactic*. He looks hard as nails since he came out of the army, so let's not begrudge him moving to the Amiga, eh?

GALWAY, MARTIN - Hey, star-spotters! Golden SIDist Marty's uncle is Golden Flautist James Galway. No really. Marty's sexy scores include *Rambo*, *Arkanoid*, *'Jare' Kung-Fu*, *Parallax*, *Wizball* and the Ocean loading theme. Sadly, Marty put some wax on the tracks and slid on outta here a few years back after a brief spell at Sensible. He now busks for bucks in America.

GARGOYLE GAME - Wow! Were these guys ahead of their time, or what? Well they were with the arcade adventure *Tir Na Nog*. Gargoyle set up the special FTL label for arcade-action releases *Light Force* and *Shockway Rider*. And then they saw that there was money to be made in business software, so they do that instead.

GRAY, CHRIS - Chris's career got off to a walloping start in his early teens when he designed *Boulderdash* (first released in 1983) with Peter Leipa. He then wrote *Whirlinurd* in 1985 and *Infiltrator* in 1986 (*Infiltrator II* only made North American and limited European release). *Fiendish Freddy's Big Top O' Fun* was another one of Chris's creations before he moved to other machines for good.

HUBBARD, ROB - Do you remember how we used to dance? Our Rob does, 'cos the guy's still cutting rugs for Electronic Arts in the US. This top tunesmith found the time to make some hip-to-the-groove tracks on the good old SID chip before he put some wax on them and so on. In his heyday, we rocked to such Rob-ley jubbly tunes as *Monty On The Run*, *Knucklebusters*, *Lightforce*, *Shockway Rider*, *Sanxion*, *Delta*, *Arcade Classics*, and *Skate Or Die*. Nowadays, we rock in our chairs like the aged, catfood-eating, blue-rinse brigade.

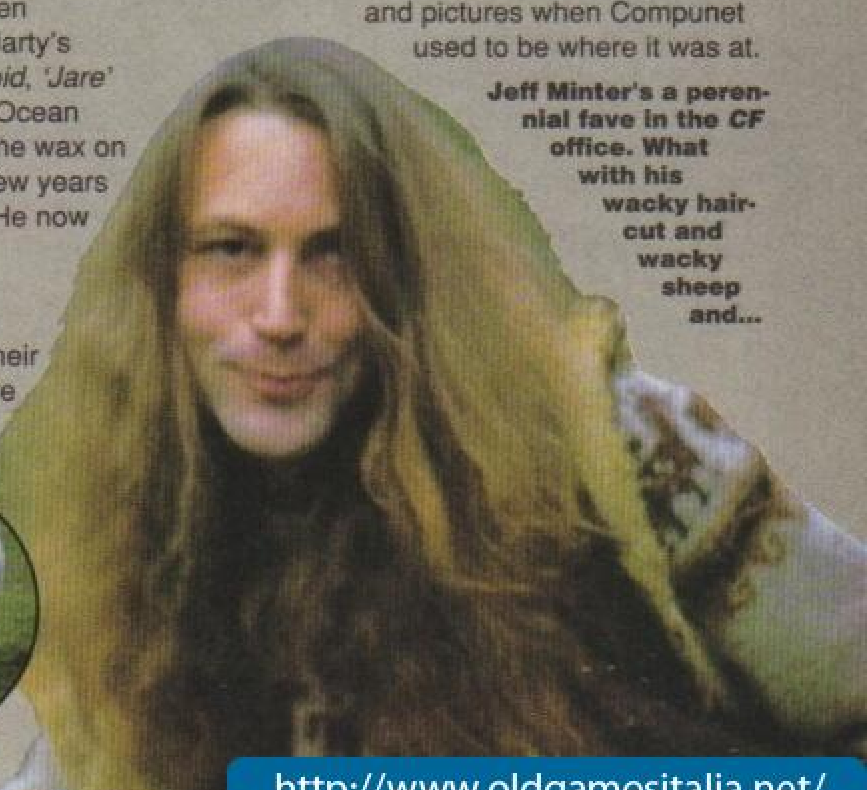


He's enough to put you off your grub, is Freddy.

INFOCOM - There was a time when only disk drive owning C64 people could sample this company's wholesome wares. Unfortunately, no one can try them now, 'cos Infocom are no longer. Just to rub it in, *The Zork Trilogy*, *The Hitchhiker's Guide To The Galaxy* and *The Leather Goddesses Of Phobos* were all brilliant text-adventures.

JAWX - This oddball onion-muncher squirted some much needed sauce on the 64 with the cheeky *Chickin' Chase* and riotous *Raging Beast*. He now rears chickens and rides bulls on a small farm outside Bordeaux.

KINETIC DESIGN - Programmer Douglas Hare and artist Bob Stevenson were the darling buds of demodom with their programs and pictures when Compunet used to be where it was at.



Jeff Minter's a perennial fave in the CF office. What with his wacky haircut and wacky sheep and...

They did a shoot-'em-up called *IO* together before Bob went off to paint by programmer Pete Baron's numbers to create *Myth* and the as-yet-unreleased *Devious Designs*. Douglas now lives in Scotland with his mother. Bob's still knocking 'em out, but not like he used to.

LIDDON, GARY - The big bad boy Liddon wrote *Ricochet* for Firebird before retiring to Australia. He then came back to do *Loopz* for Audiogenic, the unreleased *Tyger Tyger* and *Advanced Soccer Simulator*, as well as the (very) odd magazine article here and there. Gaz now dabbles with the Nintendo Console.

MIKROGEN - Mikrogen's approach to the arcade adventure was novel - witness *Pyjamarama*, *Everyone's A Wally* and *Herbert's Dummy Run*. They changed tack with *Battle Of The Planets* and then took a tumble with a not-so-revolutionary peripheral, from which they never recovered.

MINTER, JEFFREY - The hippest hippy in C64 coding circles has a fascination for sheep, goats, llama and camels. This manifested less in his early homegrown produce (the mow-'em-downs *Gridrunner*, *Matrix*, *Laserzone* and *HellGate*, and the mow-'em-up *Hover Bovver*) but became more apparent with later releases such as *Attack* (and, later, *Revenge*) *Of The Mutant Camels*, *Ancipital*, *Sheep In Space*, *Mama Llama* (haheho) and *Batalyx*. He's still rearing sheep, apparently.

PAUL WOAKES
The bright and bouncy Brum boy behind *Encounter* and *Mercenary* opened a kebab shop in Oldham, which he manages when he's not programming.

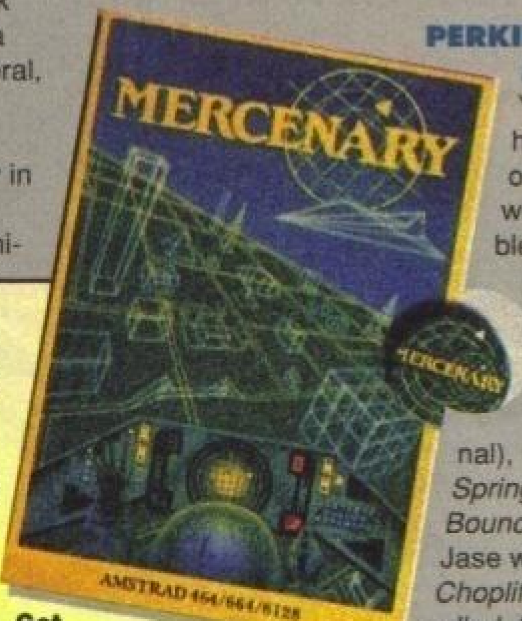
NEXUS - Or, more importantly, Paul Voysey and Tayo Olowu. They did the dreary *Psytron*, the 'cut-it-with-a-knife' *Psi Warrior* (and a sad, sad sequel), and the nauseous *Nexus*. I saw Paul's mum down Tesco the other week, but she couldn't tell me what he was up to.

NICOL, SIMON - The 'James' of the programming fraternity, Sime's claims to fame are *Crazy Comets* and *Mega Apocalypse* - two versions of an obscure arcade fave called *Mad Planets*. Nowadays, he writes Astrology programs, or something.

They may be called Sensible Software, but as this picture clearly shows, they're not the most sensible people on Earth. And nor should they be.

NORMAN, PAUL - Everything Paul ever did - such as *Aztec Challenge*, *Forbidden Forest*, *Beyond Forbidden Forest*, *Super Huey* and *Super Huey II* - looked blockier than *Tetris* and sounded pretty much the same as the last one. But for some unknown reason they were terrific fun to play. Paul was working on a goldfish sim, *Chomp*, before he fell foul of a bizarre gardening accident.

ODIN - Or Thor, as they were sometimes known. From their Valhalla came the ace arcade adventures *Nodes Of Yesod*, *Arc Of Yesod* and *Robin Of The Wood*, plus the shoot-'em-ups *Mission AD* and *ICUPS*. But one day, like the people who worshipped the Norse gods after whom the company was named, everyone stopped believing in them.



Get your 3D eyes in. *Mercenary* gives you a whole planet to skim over in your ship.

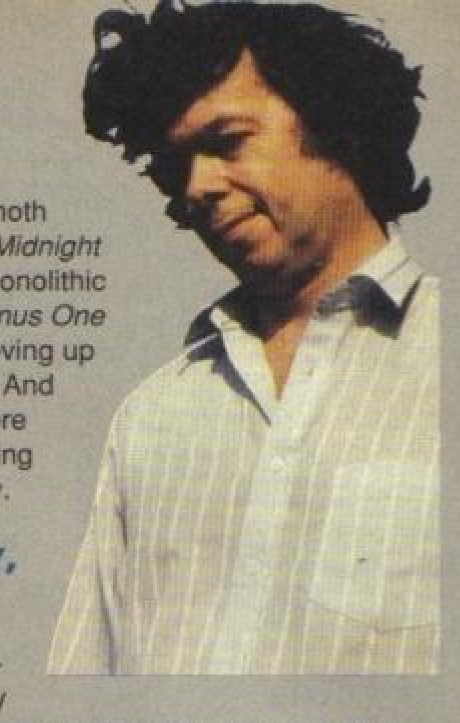
PERKINS, JASON - You may not have heard of him, but he was responsible for loads of 64 releases, including *Frak!* (Nik Pelling did the original), *Thing On A Spring* and *Thing Bounces Back*. Jase was writing a *Choplifter* tribute called *Apocalypse* for the Amiga. There was talk of a 64 version... but not any more.

PICK, SIMON - Remember *MicroRhythm* and *Mad Nurse*? Well this is the man who did them both before briefly filling a Project Management role at Storm (for whom he did the conversion of *Shinobi*). Si's currently in a band touring the Peak District.

PRIESTLEY, DON - The teacher-turned-coder created two mould-breaking arcade adventures with *Popeye* and *Trapdoor*, but then he got fed up with it all and has been teaching again ever since.

SENSIBLE SOFTWARE - The talents of artist Jon Hare and coder Chris Yates graced the 64 with *Parallax*, *Galaxibirds*, *Wizball*, *Oh No!*, *The Shoot-'Em-Up Construction Kit* and *Sensible Soccer*. Sensible.

SINGLETON, MIKE - Mike brought arcade adventure strategy action to the masses with the mammoth *Lords Of Midnight* and the monolithic *Quake Minus One* before moving up eight bits. And that's where he's residing to this day.



Mike Singleton and hair. They both wrote *Lords Of Midnight*.

SHIRLEY, PAUL - The big beer-swilling beardy weirdy bedazzled us with the corky *Confuzion* and the whizzy *Spindizzy*. Following a brief foray with the 16-bits (which resulted in a *Spindizzy* sequel) and the Sega Mega Drive console, Paul saw the light and is now running a pub in Leicester.

SOUTHERN, SHAUN - Doot. Doot. Doot. Dootle-oo-doot doot doot, doot doot, doot. That was the *Kik Start* music. It was different in *Kik Start II*. There weren't any motorbikes in *Hero Of The Golden Talisman*, *Trailblazer* or *Cosmic Causeway*, but they were 'appy. Nowadays... Shaun's, erm... writing racing sims for the Amiga.

TASK SET - 'The Bug Stops Here!' it says on the logo on their eight-year-old promotional mug. And it did. Their sterling stuff included *Jammin'*, *Super Pipeline* (and a sequel), *Poster Painter*, *Bozo's Night Out* and *CAD CAM Warrior*. Task Set disbanded after *Seaside Special* (written by Tony Gibson who went on to write *Greenpeace* for MicroProse, I believe) and resurfaced, in parts, to write *Rupert And The Ice Palace* and the judo simulation *Uchi Mata*.

TIM AND STOAT - The former Compuneters threw up the dismal *Uridium*-like *WAR* for Martech and then went their separate ways not long after. The last I heard, Stoat went to the States to slave away on the Sega Master System console. Tim's now involved with Compuneting chums Matt and Hugh Binns, who are looking to write a GameBoy version of Archer's *Dropzone*.

UBIK - Or Dave Korn to his mum, did some budget work for Firebird, namely *Arcade Classics*, *Ubik's Music* and the never-released *All-Terrain Gardener* (which had dancing flowers in it long before the battery-operated variety arrived). Having found himself in Tibet and furthered himself even further with a university education, Dave The Rave can now be found at Sensible Software.

VISION - They published *Daredevil Dennis* (written by Simon Pick) and *Snooker*, which had square balls for crying out loud. Vision no longer exist, perhaps owing to their lack of it.

WALKER, MARTIN - Marty wrote *Rupert And The Toymaker's Party* and *Citadel*. He's been making music for the past few years, but less so on the 64 than he used to.

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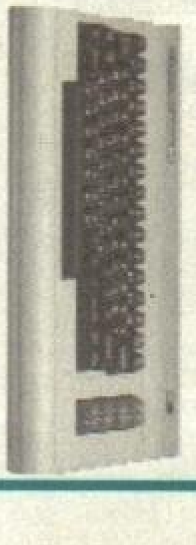

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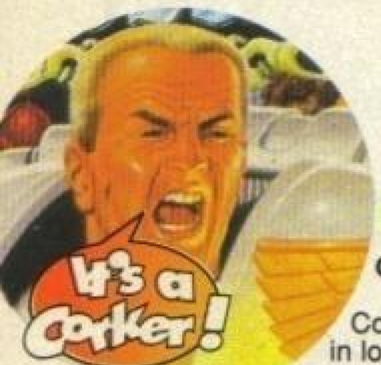
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Gremlin

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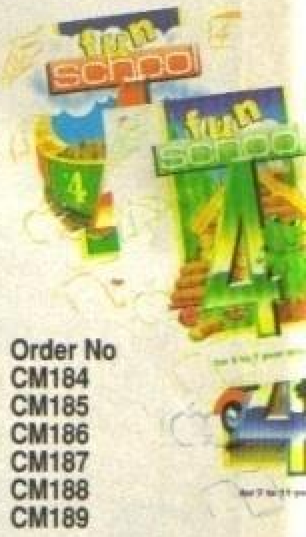
FUN SCHOOL 4

Database



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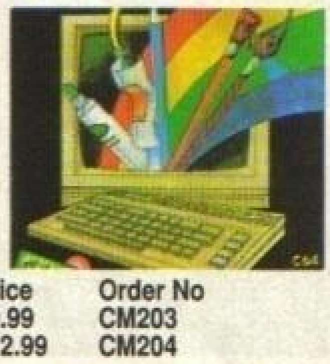
SARACEN PAINT

Idea



This graphics pack is crammed with pokey features to help you create pictures - fast. The easy-to-use menu system is ideal for both beginners and pros.

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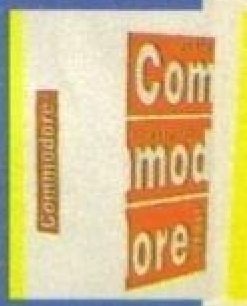

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Description	Price	Order No
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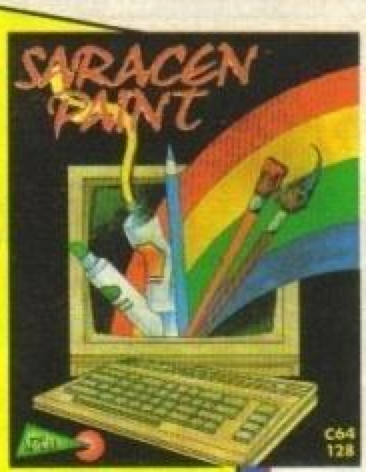
Saracen Paint

Idea (cassette)



Do you want to be a computer Cézanne, or the Van Gogh of graphics? Then get *Saracen Paint*. This 'Corking' paint package is all a budding computer artist needs. Its easy-to-use menu system and powerful range of options guarantee that it's ideal for beginners and experts alike! You supply the C64 and some imagination and *Saracen Paint* will provide all the tools you'll need to create brilliant computer graphics!

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Gremlin

Guide your team of fearless Space Marines deep into the blasted hulks of drifting interstellar craft. Play hide-and-seek with some of the most fearsome aliens in the galaxy. Control up to four teams of rock-hard Marines and play against the computer or three or less other humans.

Space Crusade has loads of action, suspense and some serious firepower. Can you out-think, out-manoeuvre and out-fight the evil aliens? You've got plenty of tough missions in which to find out!

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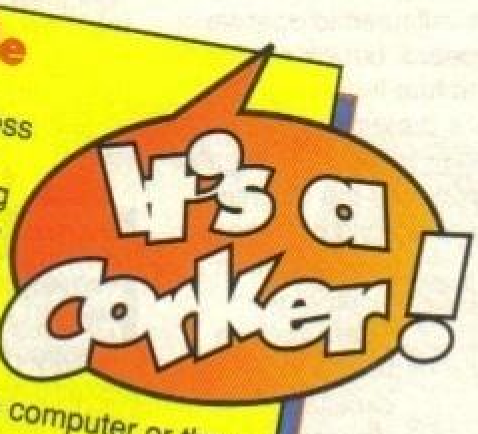
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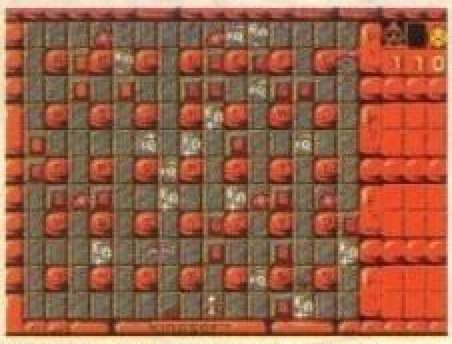
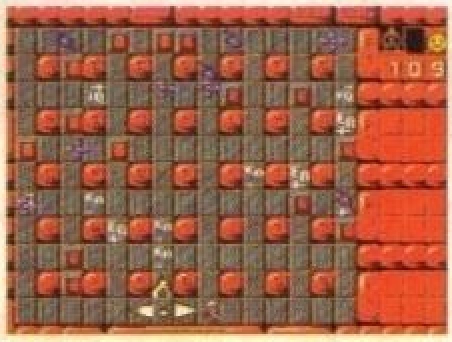
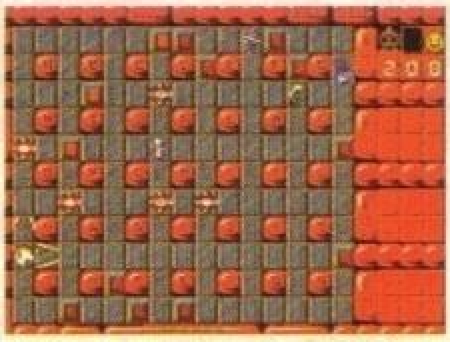


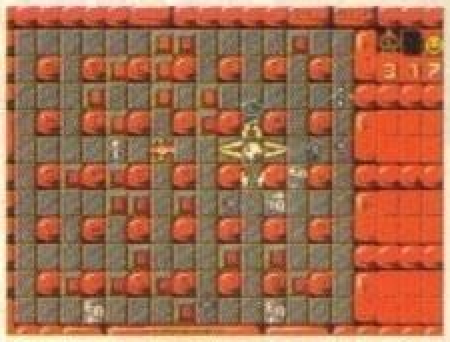
At the start, there's loads of energy and IQ points to collect - and also loads of purple enemy eggs waiting to hatch!



It's useful to clear the screens of obstructions. Here, a bomb planted by the little man has blown a wall to smithereens.



The enemy has built tanks; the most powerful unit. So it's time to try and lure them into your mine-laying trap (and have an evil cackle, too).



Thunderbolts are excellent to fire long-distance. They automatically home in on anything in line-of-sight, and do a fair whack of damage as well.

BUG BOMBER

The idea in *Bug Bomber* is that you are set inside a computer, so the bugs you're bombing are actually computer ones, instead of the squishy kind you sometimes tread on when wandering around outside. There are over 50 single screen levels (although each one looks almost exactly the same as the last).

You play a little character who lives in a maze. He must belt around, killing the bugs' eggs before they hatch. Not easy, because there are walls everywhere, and they hatch pretty damn fast. Anyway, you kill the eggs by placing bombs next to them. But if some do hatch, you have to use other methods to get rid of the creatures that come out. So it's lucky that you've got thunderbolts, mines and robots which you can call up.

Each time you build a wall, use a weapon or construct a robot to send against the bugs, it costs a certain number of energy points. You start off with 100 of these, but you can soon use them all up, so you'll have to go searching for more around the level.

As well as energy, you need IQ points. These determine how intelligent the robots you create will be. So, just rush around and collect all the points, energy or IQ you can.

The fun really starts when you have to deal with loads of enemy robots. The simplest answer is to tempt them over to one side of the maze and wall them in. But you still have to kill them. Do you let them out and drive them over a load of mines you've planted? Or do you try and blast them from a distance with your thunderbolt-firer? Or, if you have the points to spare, you could even build an army of rock-hard robots to deal with the baddies.

The game is really flexible. Everyone has their own playing style, and there are loads of ways to try and win. One of *Bug Bomber's* best features is that four players can take part in each game. Two will need to operate on each end of the keyboard, but it's not too cumbersome and is geat fun. Instead of just taking out the computer's droids, you have to beat each human and their related droids. It's a tough proposition, and the infighting, backstabbing and blowings up between the players are nothing short of excellent. There are 50 levels of this carnage, remember, but they're all pretty similar; the game just gets harder and more frantic the further you go on. It would've been nice to see variation in the maps, but as you blow up the bits in your way and leave those that are helpful, it doesn't really matter.

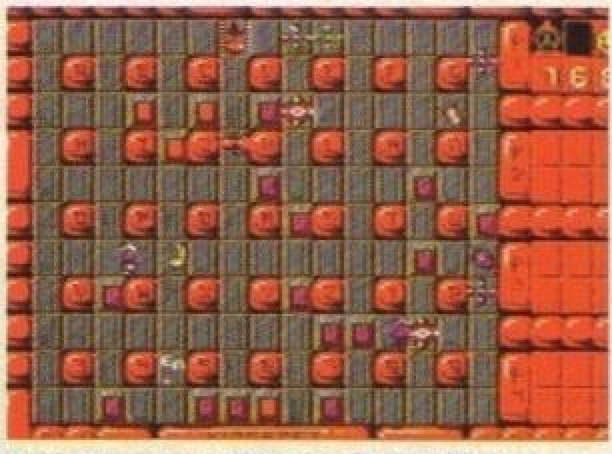
> The infighting, backstabbing and blowings up between the players are nothing short of excellent

In fact, you can think of each screen as a sort of chessboard on which you plot your moves, create your pieces and lay your bombs and mines.

Bug Bomber is a superb game. It's quick, lively and although all the sprites are small, they're well animated and move around nicely. You have to keep an eye on where every droid is moving, and you have also got to watch against running over any enemy mines, or even your own bombs.

Tricky indeed, but, as I say, it is really the most excellent fun. And the absolute best thing is that you can play against up to three other players. Hooray (as we said in the *CF* office).

JAMES LEACH



Here, the player has set a thunderbolt whirling while his armies mass at the top of the maze for an all-out assault.

Game	**Bug Bomber**
Publisher	**Kingsoft**
Release	**Out now**
Disk	**£15.99**
Cassette	**£10.99**
Contact	**0753 686000**

POWER RATING

THE DOWNERS...

- Each screen is similar to the last.
- And some screens are just much too easy to beat.

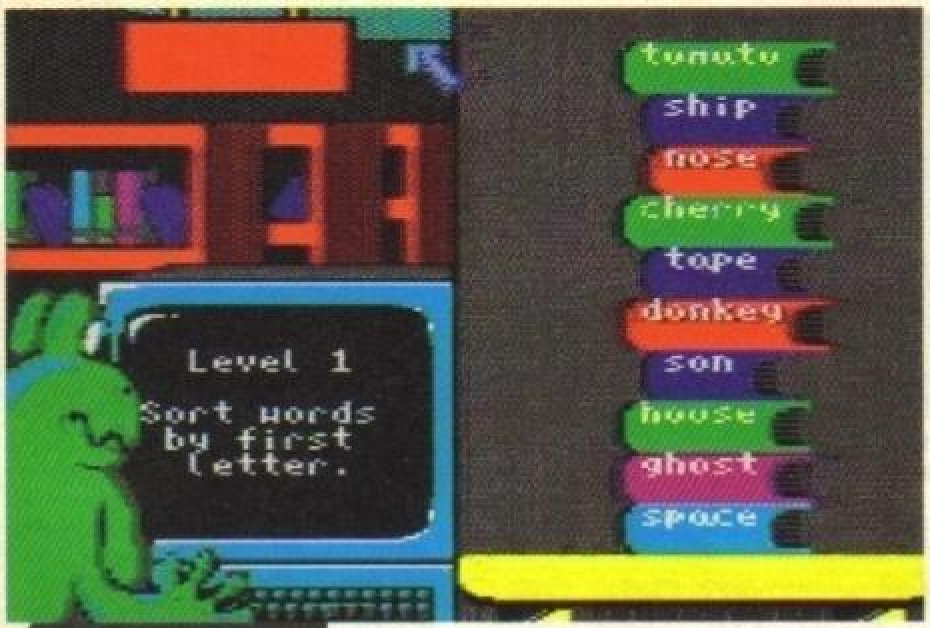
100

86%

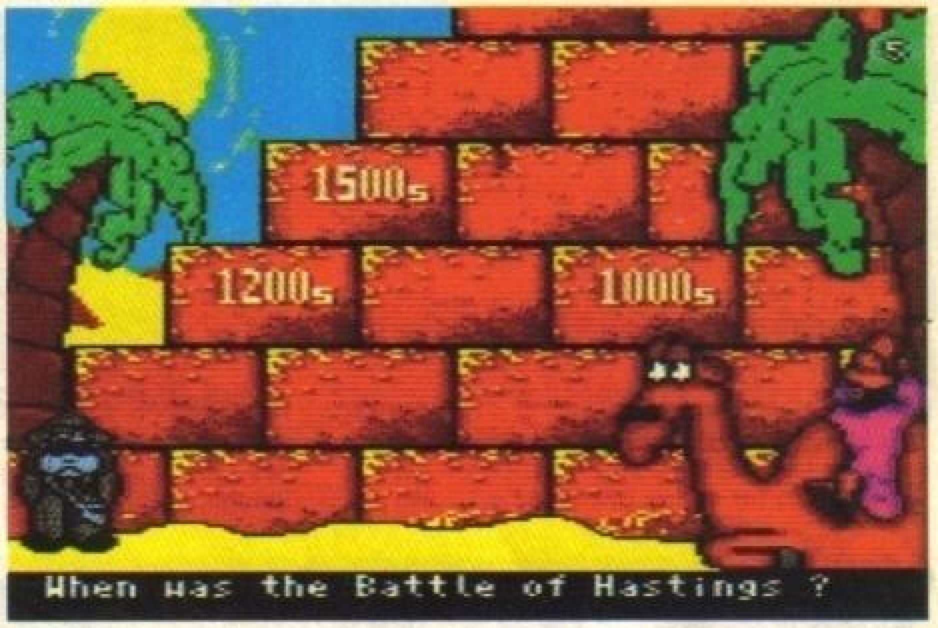
- **There's loads of things you can do, like building, blowing up, and creating armies.**
- **It all happens with a decent amount of speed, too.**
- **All the selections are made using the joystick (in one or two player mode, at least).**
- **The option to have up to four humans playing is brill'.**
- **Graphics and sound aren't bad - they're certainly up to the task.**
- **The little characters are pretty cute as well.**
- **It's as addictive as a bag of incredibly addictive things!**

...AND THE UPPERS

0



Level 1
Sort words by first letter.



When was the Battle of Hastings ?

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Fun School is *THE* big name in education software. From launch, its success has been built on its unique combination of fun and education. Story lines, graphics and solid instructional principles have all been bundled up, then cunningly disguised as games. Whether you're *under 5*, *5-7* or *over 7*, each *Fun School* module teaches a comprehensive range of topics and skills.

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Remember to state your software preferences, namely the age range (Under 5s, 5-7s or Over 7s) and format (cass or disk) you want if you win!

Right Class, pay attention and answer the following questions:

1) Brown Junior stop sniggering, **Find the missing letter in the following sequence: UT?RQ**

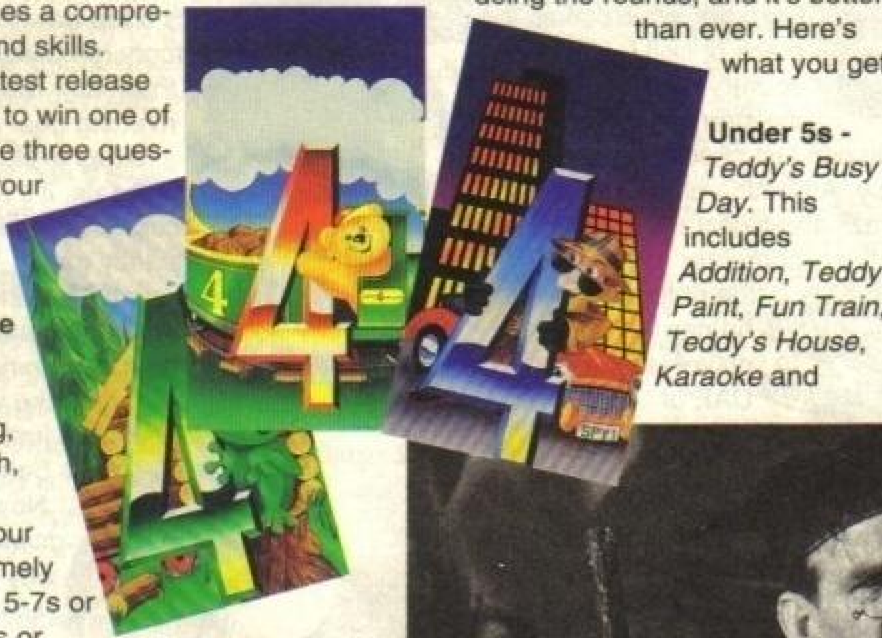
2) What - I saw that Tompkinson - **is the opposite of Borrow?**

3) On which continent would you - that includes you Grayson! - **find long eared elephants?** Oh yes, and you're all in detention!

The editor's decision is final. And any members of Future Publishing or Europress Software caught entering this competition will be hauled up in front of the headmaster!

FUN SCHOOL 4

CF reviewed *FS4* back in issue 19. All three packages scored well, around the 70% mark, but they weren't Corkers, as we found a few problems. But Europress Software care about their code, so as soon as the difficulties were highlighted, they went straight to work tuning and tweaking. Now there's a new version doing the rounds, and it's better than ever. Here's what you get:



Under 5s - *Teddy's Busy Day*. This includes *Addition, Teddy Paint, Fun Train, Teddy's House, Karaoke* and *Teddy's Books*. Stressing a high level of parent/pupil interaction, this package helps reinforce the basic learning skills.

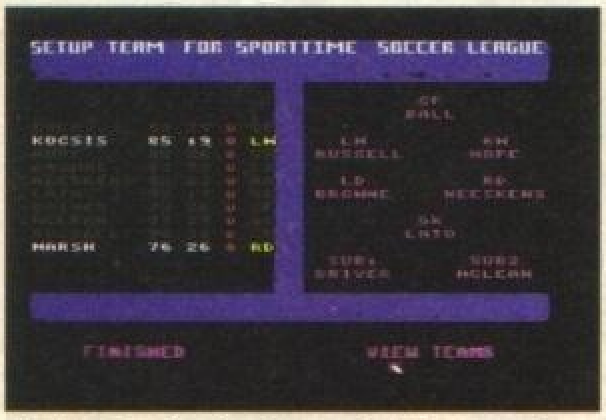
5 to 7 - *Freddy Frog*. Using *Library, Basketball, Shopkeeper, Log Cabin, Opposites* and *Typing, Freddy Frog* examines a range of both academic and life skills.

Over 7s - *Sammy the Spy*. Espionage provides the background plot for *Proportions, Spy Quiz, Exchange Rates, Timetable, Spy Travel* and the *Pyramids of Historichuck*!

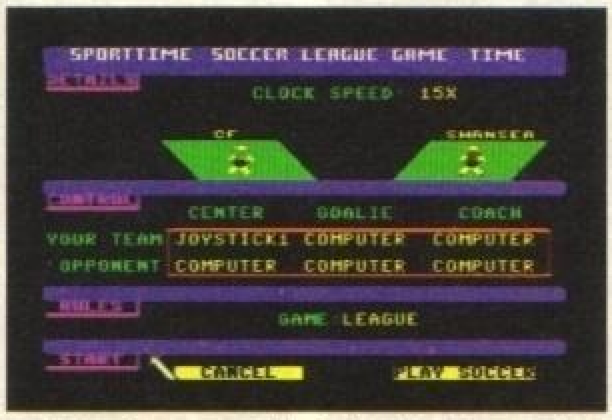
The aim of *Fun School 4* is to make the reward more fun than failure, so you want to win (and learn without realising it!).

COMPO

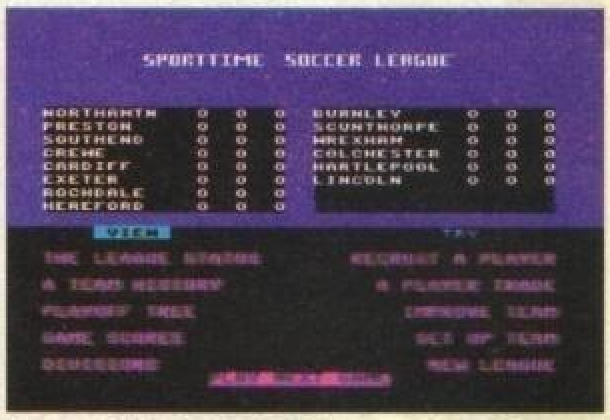
But not for you lot, you're in detention!


SETUP TEAM FOR SPORTTIME SOCCER LEAGUE
KOCSIS 85 19 LW
MARSH 76 26 RD
CF BALL
LH RUSSELL
RH HOPE
LD BROWNE
RD HECKENS
GK LATO
SUB1 DRIVER
SUB2 MCLEAN
FINISHED
VIEW TEAMS

The keeper, having been winded severely, prays to the Norse god of football, Grobbelaar, for divine intervention.


SPORTTIME SOCCER LEAGUE GAME TIME
CLOCK SPEED 15X
CF
SWANSEA
CENTER
GOALIE
COACH
YOUR TEAM JOYSTICK1 COMPUTER COMPUTER
OPPONENT COMPUTER COMPUTER COMPUTER
GAME LEAGUE
CANCEL
PLAY SOCCER

Ha! A main menu with style, charisma and a smidgin of tartare sauce. I'll have it for lunch, I think.


SPORTTIME SOCCER LEAGUE
NORTHAMTN 0 0 0
PRESTON 0 0 0
SOUTHEND 0 0 0
CREWE 0 0 0
CARDIFF 0 0 0
EXETER 0 0 0
ROCHDALE 0 0 0
HEREFORD 0 0 0
BURNLEY 0 0 0
SCUNTHORPE 0 0 0
WREXHAM 0 0 0
COLCHESTER 0 0 0
HARTLEPOOL 0 0 0
LINCOLN 0 0 0
VIEW
TRY

Aaaannd Emlyn - what happened next? Earm, the fella hit 'em and fell over and, earm, that's it.

THE LINEKER COLLECTION

So he's gone to Japan has he? Britain not good enough for him, eh? But before he left, Gary Lineker gave us this parting gift - a box of games he personally coded while on the team bus. Lonely James Leach sits on the subs bench and has a go...

FOOTBALL SPECIAL

There is, as it says on the blurb, only one Gary Lineker. This much is undeniably true. But just think how good England would be if there were eleven of the blighters. Anyway, here are four (count 'em) games, all vaguely connected with the chirpy striker with the Japanese affiliations.

First up (as you tear open the box with your teeth) is *Italy 1990*. Here you've got to, well, score lots of goals against various teams based around the world. It's called *Italy 1990* because that's where the World Cup was held then. You don't actually have to play Italy if you don't want to.

It's a top-down, *Euro Football Champ* sort of game, but much older. But I have to say that it's still absolutely superb. It's fast, it's clear and it's as smooth as an ice-rink which has been polished by a team of Hungarians.

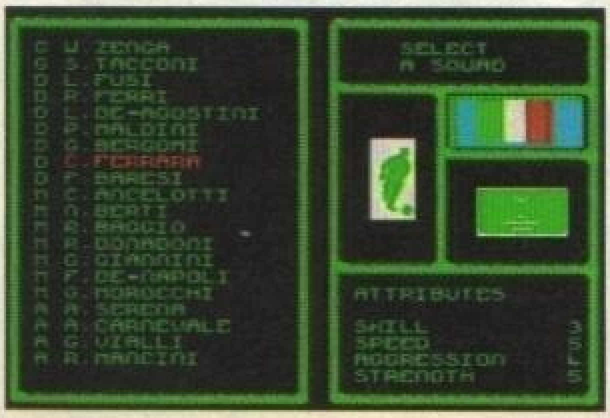
The entire World Cup (from 1990, not very surprisingly) is here. You can play any of the countries, which takes the place of skill levels. Each country has its own skill and strength rating, so you can just choose Italy, Argentina or Brazil and select the computer (or the other human player) to play UAE or Scotland. You can't lose.

The game has all the control you could want, and there are tons of strange moves and approaches you can take in order to make everything more exciting. Graphics and sound are totally marv (*I think he means marvellous - Ed*) and controlling the ball is easy. Great stuff, and a rather brill football game.

Ding! Next! Right, *Gary Lineker's Hot Shot* is pretty similar to *Italy 1990*. It's a top-down viewed eleven-a-side footy romp with slightly worse graphics than *Italy 1990*. The emphasis is on rivetting goal-mouth action (with never a foul in sight, just like our Gary).

Again, it's a fast one, but the game's controllability isn't quite as impressive as in the Italy game. You can still put together some superb combinations, and the moves occasionally look and feel dead excellent when you get them right. And the feel is different enough to make you want to play them both, rather than just *Italy 1990* (which is, it has to be said, a better game).

Now, if you could move on down the bus, we could make way for the next game. *Gary Lineker's Superstar Soccer* is a different kettle of water-dwelling creatures. It has that extra vital dimension, for a start. In other words, you view it from the side of the pitch, and can see both the tops of the players' heads and their sides. The funny thin is that the players - small, smoothly animated 3D fellows that they are - seem to walk purposefully all over the pitch, rather than running anywhere. It's disturbing to see, and they remind me of some of the baddies from *Doctor Who*.


G W. ZENGA
G S. TACCONI
D L. FUSI
D R. FERRI
D L. DE-AGOSTINI
D P. MALDINI
D G. BERGOMI
D C. FERRARA
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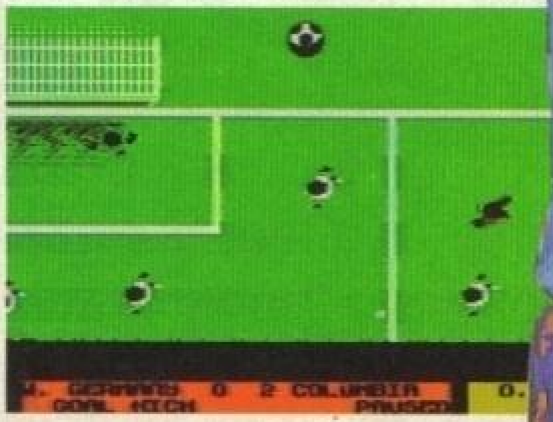
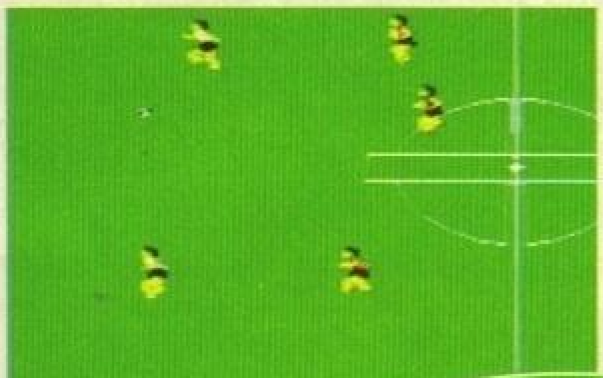
M R. DONADONI
M G. GIANNINI
M F. DE-NAPOLI
M G. MAROCCHI
A A. SERENA
A A. CARNEVALE
A G. VIALLI
A R. MANCINI
SELECT A SOUND
ATTRIBUTES
SKILL 3
SPEED 5
AGGRESSION 5
STRENGTH 5

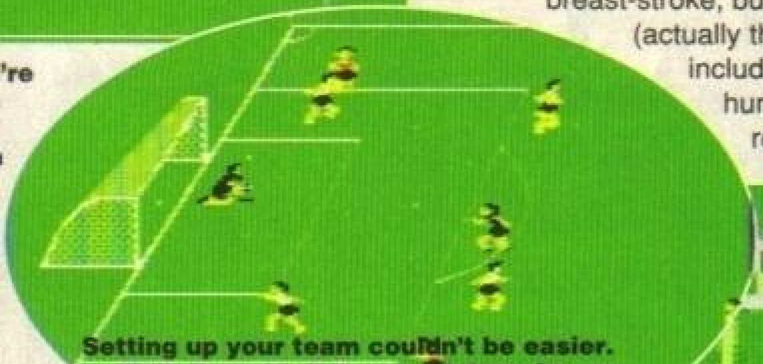
Choosing the Italian team is a wise move, as it's got rather good skill levels and is faster than several very fast things.


W. GERMANY 0 2 COLUMBIA
GOAL KICK PAUSED

Oi, referee! That was nearly a goal! The ball was thwarted on the line by a mole which burrowed up in front of it.



This is it. You're waiting in the tunnel, ready to rush out on to the pitch and give the aliens a hard time with your laser-guided weaponry.



Setting up your team couldn't be easier. Well, it could, if it was all done for you by a weird robotic manservant or something.

Controlling these ramblers is easy and responsive. You have a lot of time to make up your mind about what you want to do, but because the guys move slowly, getting them into position takes a while.

It's got to be said, though, that the ball moves in the most realistic way. It bounces, rolls and skips over the pitch just like in a real footy game. It's most amusing to see this ball rolling along, being chased by four blokes stamping slowly and angrily over the grass.

Superstar Soccer is a weird game. It's got loads of detail, but it's a bit finicky to get into. The emphasis is on passing, marking and getting into position without anybody walking up behind you and punching you in the back of the neck. The skill is something you can develop, and, more importantly, it's also very funny to watch the stomping blokes, which makes up for a lot.

Finally, there's *Gary Lineker's Superskills*. The emphasis is on getting fit and skilful for the matches, rather than slamming banana-shot after banana-shot into the back of the net. Instead, what you do is get yourself into shape with some leg-warming, stretchy-leotard sort of dancercises. While all this is going on, Gary is presumably sitting in a deck-chair drinking sparkling spring-water and watching all the agonies being carried out in front of him.

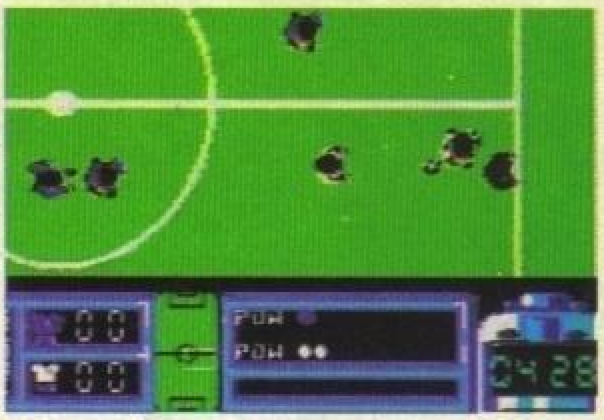
The bad news is that this is a major-league waggler. You've got to prove to Mr Lineker that you're capable of waggling your joystick at such a rate that you are certain to score in the next friendly against Rumania. Sit-ups, press-ups, chin-lifts, back-stroke, breast-stroke, butterfly and crawl (actually these last ones aren't included. I was trying to be humorous). It's a refreshing change to find a game on a footy collection that doesn't have you trying to dodge the defenders and whip the ball between the keeper's legs.

Having said all this, it's the football games that are the best. And the best of those is *Italy 1990*. If you can live with the fact that it's all about a competition that took place a couple of years ago, you'll have a large and bulging amount of fun.

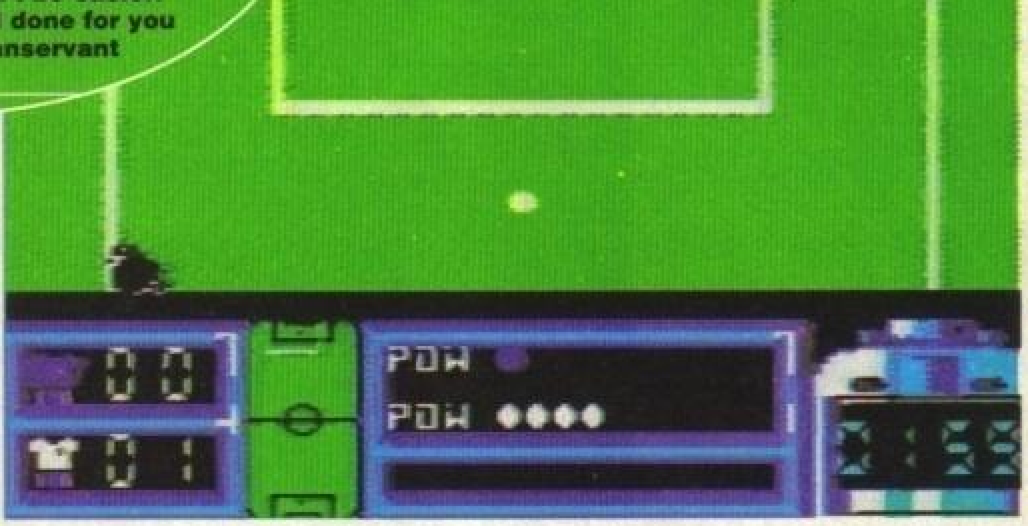
JAMES LEACH

BOBBY CHARLTON

> **The players walk purposefully all over the pitch, rather than running anywhere**



A fight seems to have broken out between the players on the sidelines. My money's on the chap in the black.



Oh no. More scorching goal-mouth action. This is getting boring. I wonder if *Catchphrase* has started on the other side. Oh no. The current season of that popular programme has finished. Better get back to the scorching goal-mouth action, then. (Gosh. What a long caption this is. Phew. I'm nearly there...)

Game	**The Lineker Collection**
Publisher	**Kixx**
Cassette	**£11.99**
Disk	**£14.99**
Release	**Out now**
Contact	**021 625 3388**

POWER RATING

THE DOWNERS...

- *Superskills* involves waggling, clicking, sweating and, er, no football.
- *Italy 1990* is a bit out of date.

100

80%

0

- ***Hot Shot*** **is a fast and furious game with clear graphics.**
- ***Italy 1990*** **is an even faster and more furious game with even clearer graphics.**
- ***Italy 1990*** **has a brilliant team and squad selection sequence, with the proper World Cup feel to it.**
- **All the footy games have excellent two-player options bolted on, so you and a chum can share the action.**
- **There aren't any rubbish games on the compilation (despite *Superskills* being slightly, er, different).**

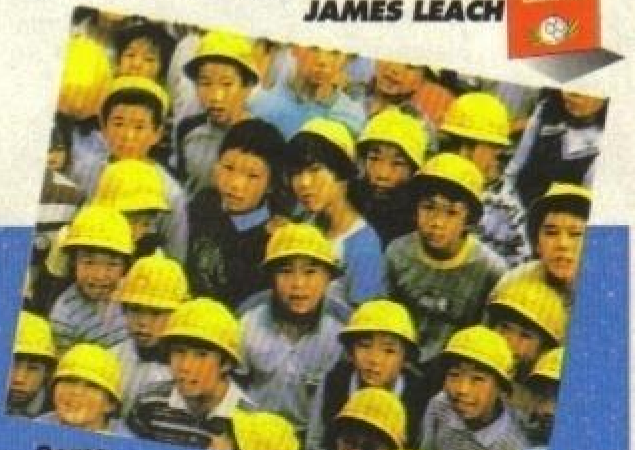
...AND THE UPPERS

GARY'S NEW HOME

Tempted by the lure of serious dosh, Mr Lineker has upped sticks and moved to Japan. Apparently, he's been taking Japanese lessons and eating loads of rice, but it'll still be a shock when he arrives in the Land of the Rising Sun.

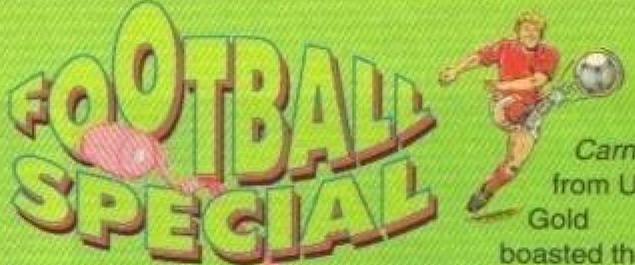
The Japanese teams he'll be playing aren't short of talent themselves. Konishiki, the 36 stone Dump Truck, is a defender for Real Tokyo as well as being a chubby sumo wrestler. The two strikers are both ninja warriors, complete with shuriken. A Mitsubishi Shogun can often be seen playing midfield and in charge of the entire team is a large bowl of sushi.

No prob for our Gary, but what makes his job much harder is that Lineker means 'exceptional rugby-player' in Japanese.



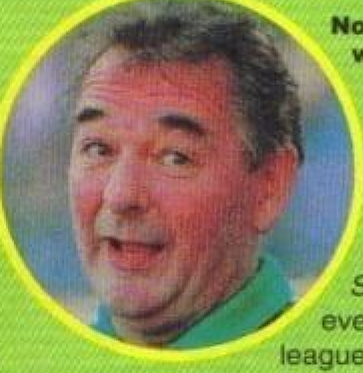
Some of Gary's new friends, waiting for him.

This is what Gary will look like in a few years. What a lovable scamp, eh?



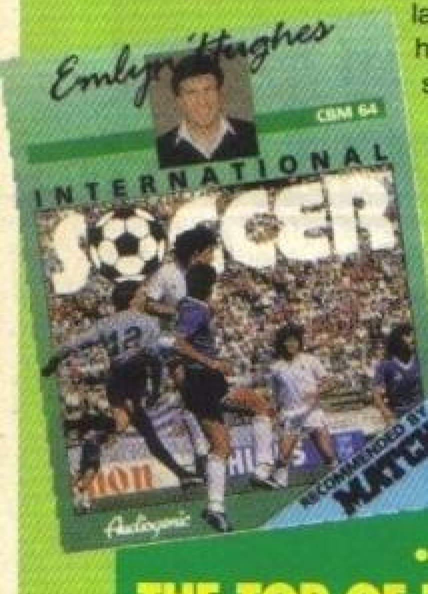
Come on YOU REVS

Goal-ah! One of the great words of the English language! It expresses struggle, perseverance and skill. The chance to stand in large groups and yell it at other large groups has made football Britain's national sport - and obses-


Now he's the one who has three!

Many attempts have been made to bring *the game*, in all its glory, to the C64 - but few have succeeded. With the launch of the latest cup contender by Domark and the European Championships very much a talking point, *Commodore Format* gets its boots on and has a kick-about down memory lane!

Footie is a strange beast. With a massive popular following every Saturday and a wealth of sporting celebs who are eager to get their face on the front of a box, it should be a software publisher's dream. Yet, strangely enough, the 40 footie games released in the last five years don't have a couple of classics to rub together.

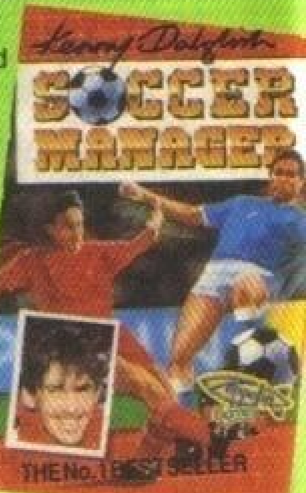


Crazy Horse gave us one of the best kick abouts ever.

The best of the bunch on the action/arcade front have to be *MicroProse Soccer* (written by super-coders and footie mad Sensible Software) and *Emlyn Hughes' International Soccer*. Yet even these league leaders have obvious flaws. The strategic side of the game has faired better with strong representation from *Tracksuit Manager* and *Kenny Dalglish Soccer Manager*, but others of the genre seem to suffer from the same malady as lower echelon action games. If it's got 'Soccer' in the title and A.N. Player's piccy on the front then the game will sell, regardless!

There have been some sad, sad soccer games on the C64 - worse than watching a first round Beazer Homes Sherpa Van Challenge Charity Vase match in the rain! *World Cup Carnival* from US Gold boasted the official FIFA licence, a lovely box, brilliant wall-chart and masses of stickers, but the game was a mongrel.

Peter Beardsley lent his weight to Grandslam's footie bash and must still skulk in shame past the software shelves in Smith's as a result! Peter Shilton should win the PFA software award for the tackiest title since *Assault on Port Stanley* or *Raid Over Moscow*. We all know that Maradona controlled the ball with his hand, but crying cheat in the form of a crusty game hardly rates as mature, does it?



Dalglish, Kop hero and great game!

Why doesn't he play for us any more?

Management games have had their low moments, too. *Pro Footballer* from Cult was a typical example. It brought the full graphic potential of the C64 to bear on a spreadsheet! You don't just get letters and numbers, but there are stars too! Wow, I cannot tell you how impressed I am! And even though these games get the red card seconds after loading, we still buy them because we're desperate for footie.

One of the big problems is that soccer games seem to age so badly. *Matchday II* used to rule the roost; on its full-price release mags raved and foamed at the mouth over it. But by the time it got an outing on the Hit Squad label (two-and-a-half years!) it looked laughably archaic. We now expect our footie to embrace all aspects of the game.

The match report though isn't all doom and gloom; there have been some high moments. *Kick Off II* provided action fans something to sing about at last when it put

...AND AT THE TOP OF THE TABLE!

The CF Soccer Team has assembled the definitive league table of every footie game ever (*you've missed* World Cup Soccer *by* MacMillan *- TMB!*) released on the C64. We've argued and debated for hours as to who's in what league, but the ref's decision is final. So read on and disagree.

PREMIER LEAGUE

1	*MicroProse Soccer*	MicroProse/Hit Squad
2	*EH International Soccer*	Audiogenic
3	*Kick Off II*	Anco
4	*Subbuteo*	Electronic Zoo
5	*Tracksuit Manager*	Goliath
6	*The Match*	Cult
7	*Street Sports Soccer*	Epyx
8	*Gary Lineker's Super Soccer*	Gremlin
9	*Kenny Dalglish Soccer Manager*	Zeppelin
10	*I Play 3D Soccer*	Simulondo
11	*Manchester United*	Krisalis/GBH

DIVISION 1

1	*Footballer of the Year II*	Gremlin
2	*Football Manager II*	Addictive
3	*Five Aside Football*	Anirog
4	*World Championship Soccer*	Elite
5	*Italy 1990*	US Gold
6	*Footballer of the Year*	Gremlin
7	*Two Player Soccer Squad*	Cult
8	*Brian Clough's Football Fortunes*	CDS
9	*Gary Lineker's Hot Shot*	Kixx
10	*Matchday II*	Ocean/Hit Squad

DIVISION 2

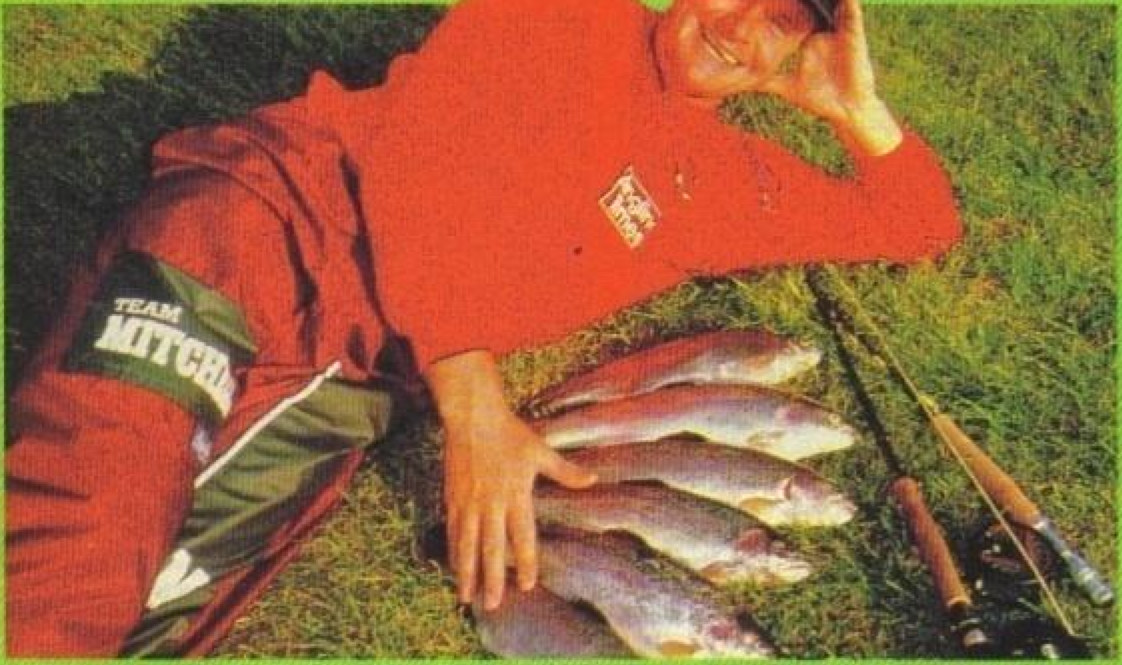
1	*Gary Lineker's Super Skills*	Gremlin
2	*Four Soccer Simulators*	CodeMasters
3	*World Cup II*	Arctic
4	*Trevor Brooking's World Cup*	Challenge
5	*FA Cup*	Virgin
6	*World Cup Soccer: Italia '90*	Virgin/Tronix
7	*Multiplayer Soccer Manager*	D&H
8	*British Super League*	Cult
9	*Gazza II*	Empire
10	*Kick Off*	Anco

DIVISION 3

1	*World Soccer*	Zeppelin
2	*On-Field Football*	Activision/Firebird
3	*Pro Football*	Cult
4	*The Footballer*	Cult
5	*Striker*	Cult
6	*England Championship*	Grandslam
7	*Peter Shilton's Handball Maradona*	Argus
8	*Roy Of the Rovers*	Gremlin
9	*Peter Beardsley's Int. Football*	Grandslam
10	*World Cup Carnival*	US Gold

What do you think? Should *MicroProse Soccer* be at the top of the table, is *Kick Off 2* king, or was *World Cup Carnival* better than them altogether? Let us know!

"Fog on the Tyne's all mine," says singer, angler and sometimes soccer star Paul.

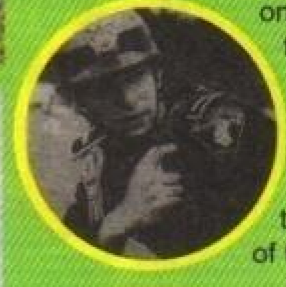


right the sins of *Kick Off*, and unleashed the exciting potential of Anco's million-selling soccer legend on the C64. It wasn't as brilliant as we could have hoped, but it was still capable of instilling the kind of passions that we associate with real soccer.

Player 1: "Did you see that? What a totally skill goal!"
Player 2: "No way! My goalie moved, it was luck... a bug!"
Player 1: "It was skill!"
Player 2: "My joystick's bust! It's not fair, you cheated!"
Player 1: "Erewego, erewego, erewego..."
Player 2: "SHUT UP!" (Player 2 begins blubbing).
Player 1: "EreweUGHHH!" (Player 2 strikes Player 1 with a C64.)

England's greatest keeper? He has 125 caps, a record second to none and a strange bubble perm. Wadda guy!

Kick Off 2. The world's most successful footie game. Good but not brill on the C64!



Bobby Moore, Stuart Pearce, Peter Bonetti and Kevin Keegan. Sad victims of the photo opportunity.

If *Kick Off II* made the footie game respectable once again it also upped the stakes: the standards all new games must reach.

Euro Football Champ (see p.64 for the full review) from Domark is just one of this new breed, and *Arsenal* from Thalamus is being coded right now, as is *Liverpool* from Grandslam. Now there's a real chance that computer footie can lift itself from the second division, to take its rightful place at the head of the gameplay league ladder.

The C64 has already got some classic matches stored on tape/disk, ready for you to act out, time and time again. But be careful when you buy the 'tickets' as there are some really dodgy ones around! Get the right games and you're in for some major sporting entertainment from the comfort of your own all-seater stadium. Get the wrong ones though, and you'll understand what drives some supporters to hooliganism!

TRENTON WEBB

WIN WIN WIN

Signed shirt and ball up for grabs!

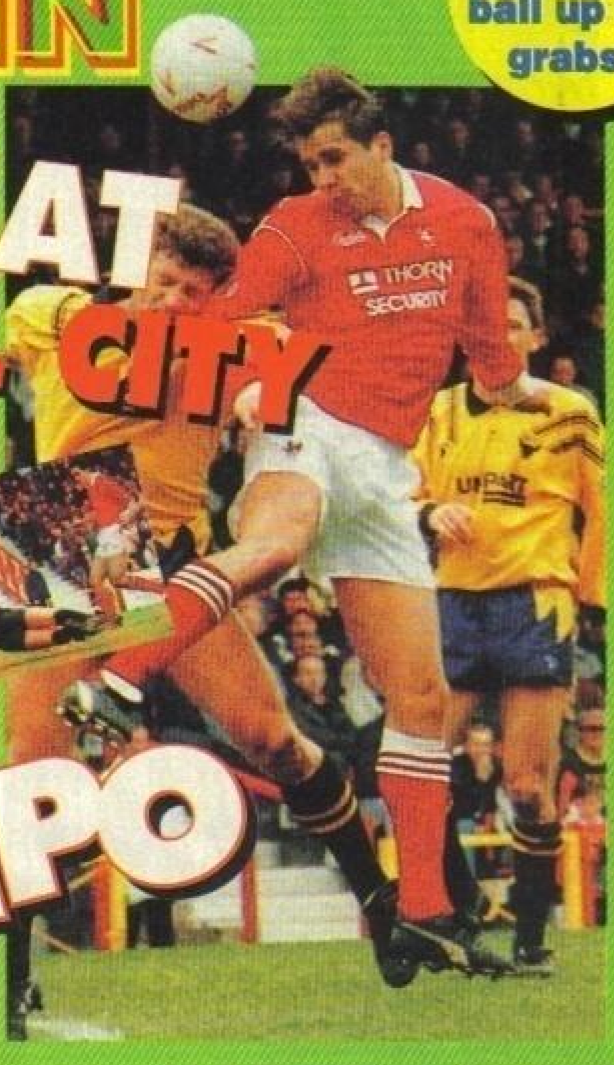
GREAT BRISTOL CITY COMPO

So how about winning some whizzy footie goodies? The team is Bristol City (because we like 'em) and the compo is hard-core footie all the way!

Imagine that you are a zillionaire philanthropist with a time machine. Your fave team 'Bristol City' is doing well, but you would like to see the team soar to ever greater heights. So you decide to build the ultimate football team. In *Bill and Ted* style you can roam the history of the great game and pick your all-time top 11 players.

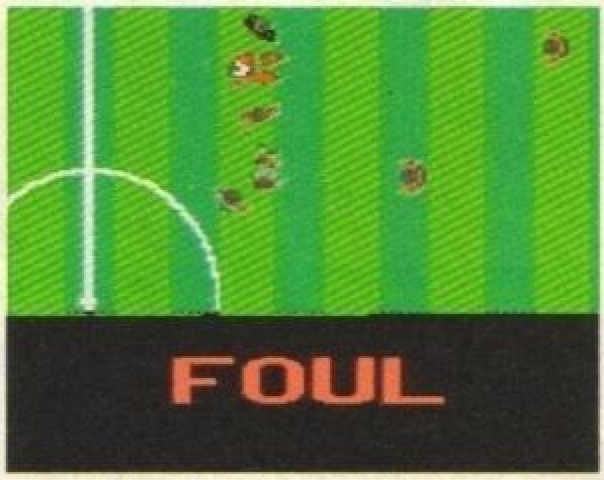
Who would make the squad? Would you have Pele and Lineker side by side? How well would Des Walker fare against Jackie Charlton? Who was better, Banks or Shilton? When you've picked your top players, bash them into a list and send them down to us at: **Oi Ref! Compo, _Commodore Format_, 30 Monmouth Street, Bath, Avon, BA1 2BD** by the 31/7/92. The best two suggested squads will win some rather natty Bristol City goodies - there's a signed ball and signed shirt up for grabs. So get picking now!

Many thanks to Shaun Parker of the Bristol City Community Project for helping us to organise this footie compo.

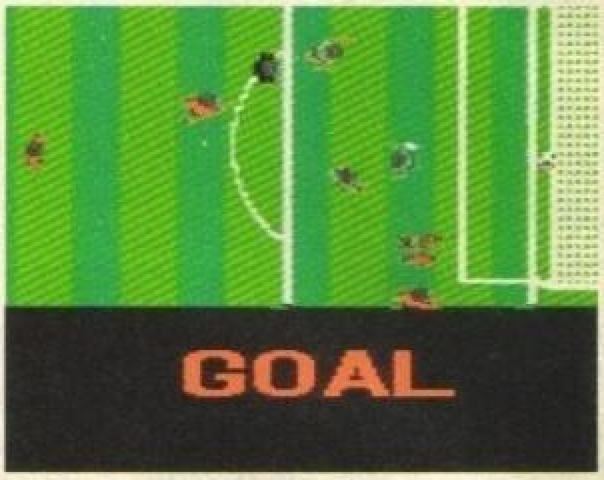


B.C.F.C.
THORN SECURITY

It was over 50 years ago that Michael Foot and Johnny Ball got together and put their names to a new sport. It caught on in a big way, and nowadays you can see folk playing 'football' in almost every football stadium in Hertfordshire.



Foul! The enemy lies stunned, not surprisingly, as I've just booted his head in. Now I've just got to hope beyond hope that the ref didn't see that little, er, argument. If he did, it's curtains for me.



The Reds have just chipped a marvellous ball over the goalie's head and into the net. Hooray (cos they're our team).

EURO FOOT

FOOTBALL SPECIAL

This rather amusing little gamette gives you the chance to play any team in our beloved European Community, as well as, for some reason, Brazil, Argentina, USA and Japan. Perhaps these countries are thinking of applying for European citizenship or something. Anyway, this gives you more teams to play against.

Like most other football games, you see a section of the pitch as it scrolls around, following the ball. The nearest man on your team to the ball has a large flashing arrow over his head, and he's the one you control.

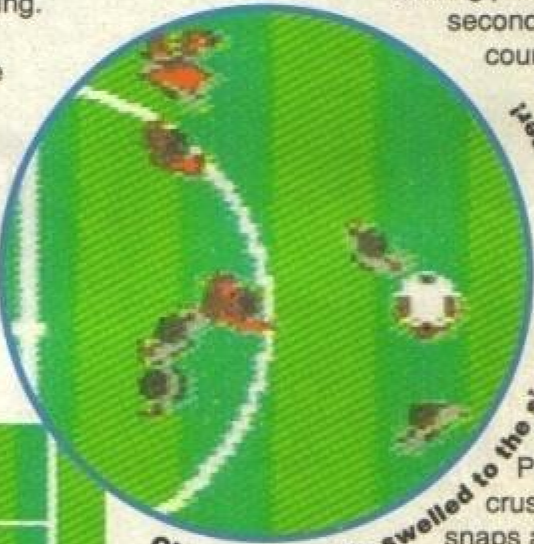
Everything is viewed from a top-down position, and the pitch is aligned left-to-right, rather than up-down, like *Kick Off 2*.

There are big lawn-mower stripes on the pitch, which are dead useful because they give you clues as to how fast the ball is moving, and in what direction its heading.

Right. Well that's enough visual description. Let's move on to what you have to do. The idea is, of course, to score loads of goals.

You can do this in two ways. Firstly, you can practise *Euro Football Champ* until you're really good at it, and then get your players to weave a magic spell around the opposition until your team is in the perfect striking position. The second way, of course, is to cheat.

Like *Kick Off 2*, you can foul the other players. But in *Euro Football Champ*, you can foul them in loads of different ways. Punches, ankle crushes and neck-snaps all occur with frightening regularity.



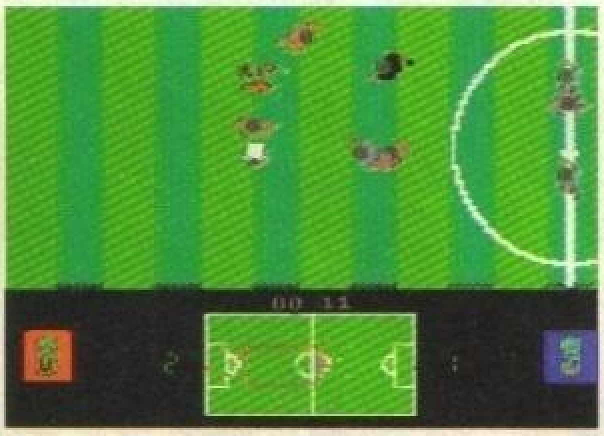
Oh no! The ball's swelled to the size of a Space Hopper!

The thing is, you don't seem to have much control over what damage you do to your opponents, and in fact all the different harming moves seem to be the same. If you hit fire when you're not actually in control of the ball, and you're very near an opponent who is, you'll bring him down, and earn the other team a free kick. Occasionally, if you do this, you can have a man sent off, but mostly it's just a chance for the other side to welly the ball up the field.

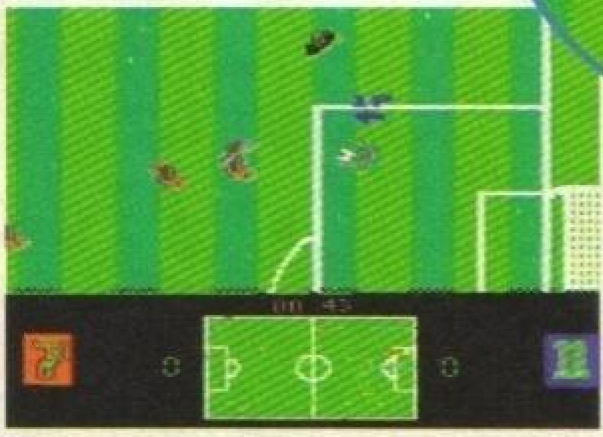
As long as you fire at the right time, you'll be guaranteed of getting a goal

The annoying thing is that the computer always seems to know exactly where the ref is, and only fouls you when he's technically too far away from the action to notice it. But when you try this same technique, you find out the ref is nearer than you thought, and you get hauled over the coals for it.

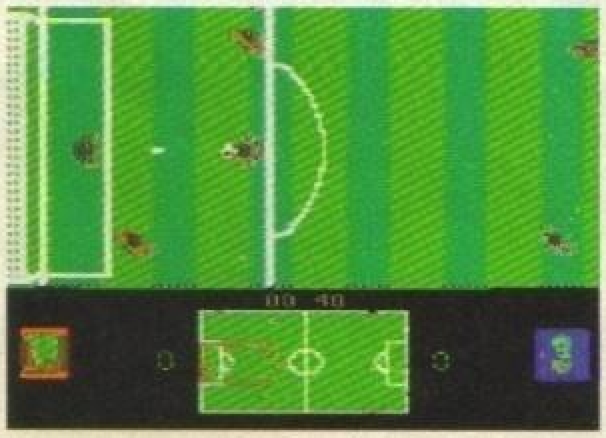
Right on to the so-called Artificial Intelligence that Teque told me about when I



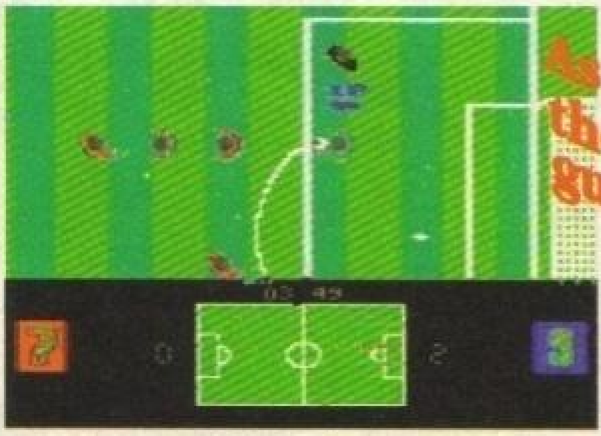
Oops. Better not foul the enemy - there's a nasty ref waiting for just that eventuality. I'll wait until his back is turned (as they say).



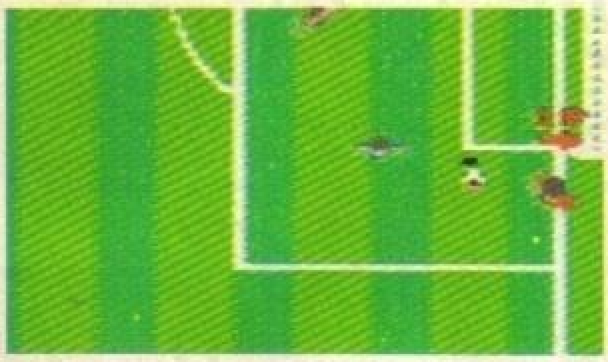
He's got a safe pair of hands, that goalie. Two bomb-disposal experts worked all night to defuse them, so they should be safe.



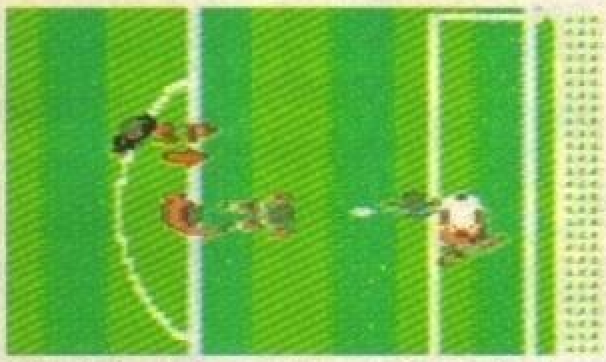
Eng-er-land is in an ideal goal-scoring opportunity. All the players need to do is, er, score a goal from this position.



The goalie hoofs the ball up the field. The goalkeepers are beyond your control in *EFC*, but they're pretty good anyway.



It's an open goal. Well, you'll have to get past that defender first, assuming he doesn't chop your legs off.



This is the only way to score. You whack the ball straight over the goalie's head. He runs forward and it flies into the net! The crowd go ecstatic and you get a mention in the Honours List...

BALL CHAMP

went to see them. What this basically means to you, the player, is that if you run up towards the enemy goal, you can be sure that one or two of your strikers will sensibly have positioned themselves in scoring range. This is a useful piece of information to know, because there's nothing worse when you're playing a footy game, than running up to the goal and finding that there are two million defenders and you've got nobody in support.

Scoring is an acquired skill. There's a knack to it which I've discovered, and which rarely fails. In fact, it's such a successful approach that I reckon it should have been weeded out during bug-testing. What you do is this: get the ball, then rush up the middle of the pitch towards the other goal. Nobody will tackle you until you get into the eighteen-yard area. But just before you do go over the curved line outside the area, hit the fire button and boot the ball straight at the goalie. He'll come rushing out towards you, the ball will whizz over his and any defenders' heads and drop straight into the net. As long as you fire at the right time, you'll be guaranteed of getting a goal.

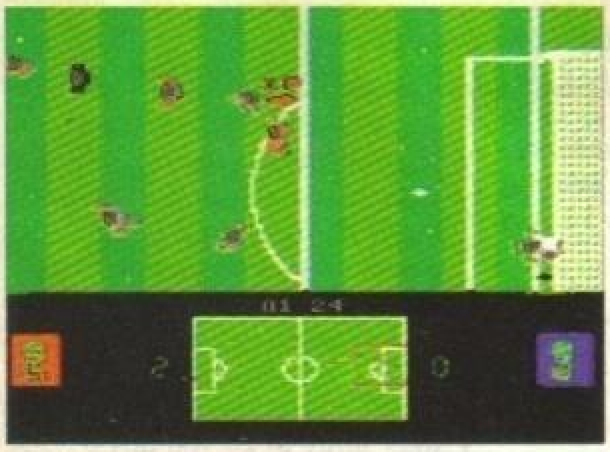
Hmm. This little oversight isn't good news. What it means is that when you play the computer (at whatever level), you're able to win by doing the same thing every time.

That aside, the graphics for *Euro Football Champ* are big and rather nicely done. Some of the teams have rather similar colours, which is confusing when they play each other, but generally things are pretty clear. The trouble is that the update rate isn't particularly hot. The game is fairly jerky, and this tends to spoil the flow of action.

What is good, though, is the two-player option. It's fast, frantic and fairly furious, and you can't use the cheaty goal-scoring thing half as often. Brilliant.

Overall, *Euro Football Champ* isn't as good as *Kick Off 2*; it's slower and much simpler to play. Keeping possession and stuff like that is handled better, but it's just too jerky (and there's no aftertouch or replay system). Pity, because it could have been the best thing since Jackie Charlton.

JAMES LEACH



Secretly, Toby switches the ball with a glowing football-shaped lump of plutonium, in an effort to hold the world to ransom.

Game	***Euro Football Champ***
Publisher	***Domark***
Cassette	***£10.99***
Disk	***£15.99***
Release	***Out now***
Contact	***081 780 2222***

POWER RATING

THE DOWNERS...

- The game is too slow and jerky.
- You can easily score over the goalie's head.
- Sadly, there's no replay or aftertouch option available.

100

76%

0

- **There are nine varied teams (and therefore skill levels) to choose from.**
- **Game length can be from 2 minutes to the full 90.**
- **The players off the ball are intelligent enough to get into decent positions.**
- **Two-player option is excellent fun to get stuck into.**
- **The graphics are big and pretty detailed.**
- **The occasional foul is fun to do as well.**

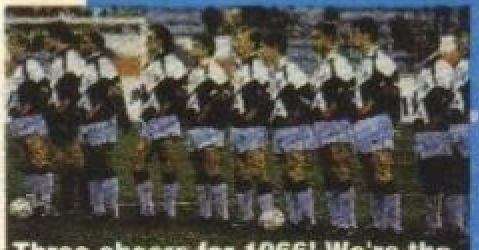
...AND THE UPPERS

SMELLS LIKE TEAM SPIRIT

There are nine teams in *Euro Football Champ*. Let's have a Jimmy Hill-style synopsis. Over to you, Jimmy.

GERMANY

Currently the best team in Europe. The German strikers to keep an eye on are the entire work-force at Opel. Watch out for any German players who say they'll make the trainers run on time.



Three cheers for 1966! We're the best, we're the be-e-est!

ENGLAND

1966 proved that Eng-er-land is the best team in the world. The players to watch are Lineker, Nobby Stiles and Jimmy Greaves, all of whom appear on telly occasionally (except Nobby, of course).

ITALY

A confusing team who changes its manager three of four times per game. Well known for fighting in the tunnel, the Italians train on a diet of pasta and Ferrari sports cars.

FRANCE

The French traditionally use garlic to gain an advantage. Sometimes they just send on 11 cloves of garlic instead of players. They usually get beaten, though, as garlic hasn't got any ball-awareness skills.

ARGENTINA

Technically not in Europe, the Argentinians are known to employ 'the hand of God' as a sweeper. They're currently negotiating the purchase of 'the foot of God', which should strengthen their midfield play considerably.

SPAIN

They're so caught up with Olympic fever that they've forgotten all about football. Good, cos the Spanish can be quite tasty when they try.

USA

Rubbish at soccer. They should stick to American football, baseball, cleaning their powerful firearms, watching cable TV and dialling out for pizza at weekends.

BRAZIL

Used to be ever so good, but now they spend too much on-pitch time worrying about their massive national debt instead of slotting in the odd back-kick.

JAPAN

Euro Football Champ comes from Japan (where it's known as *Hat Trick Hero*). So it's not surprising that one of the teams just happens to

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NEXT MONTH

Your name? ***Commodore Format*** **23.** Occupation? **Britain's best C64 mag.** Your chosen subject? **The contents of** ***CF*****, August 1992.**

Right you have two minutes on your specialist subject, starting now. What is the main feature of *CF*23? **An in-depth look at the world of PD demos, demo writers and the demo circuit. It offers a good insight to the fascinating world of PD software.**

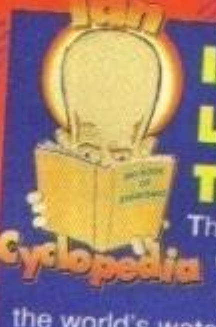
Correct! What's the other feature, you know, *CF* always has at least two? **That's going to be an inspection of your datasette; an exhaustive guide to getting the most from your tapes.**

What games are expected to feature in *CF*23? **The very latest software releases - as usual!**

What demos will be on the Powerpack 23? ***Cool Croc Twins*****,** ***Nobby the Aardvark*****, maybe** ***Bug Bomber*****, the full game** ***Defenders of the Earth*** **and much, much more besides.**

When will *CF*23 be on sale? **16/7/92.**

What's the atomic weight of Caesium*? **You what? Uuh, pass.**



IAN CYCLOPEDIA LOOKS AT SOME THINGS

The oldest goldfish ever was Fred, who lived in Worthing for 41 years. But seeing as over half the world's water is in the Pacific, it seems strange that the heaviest chicken weighed 22 lbs. Named 'Weirdo', it killed two cats and crippled a dog which came too close.

And the fastest time taken to get home after school was 21.4 seconds, by Toby Morris, who lives next door (his house is about 16 metres away from Chieveley Comprehensive). Interestingly, the longest time is by Tanua Whakapoo, who commutes to his junior school in Kent from Tahiti every day. It takes 17 hours 40 minutes (without hold ups).

WHERE IN THE WORLD?

CF has moved. Don't panic! We've just moved offices within the building. In the process we found hordes of things that we had mislaid, lost and generally forgotten. As a result, we've found all manner of tat posters, badges, games, etc. Everything we've found so far has no monetary value, but has major curiosity value. If you fancy winning it all, send us a postcard telling us where we're moving to. Is it: *PC Format*'s old office, *Amiga Format*'s, *ST Format*'s, *Amiga Power*'s, *Total*'s, *Sega Power*'s, the second floor meeting room or the first floor boardroom?

Bung us postcard to **"I'll have that bag of old tat"** Compo, *Commodore Format*, 30 Monmouth St, Bath, Avon, BA1 2BW. The first correct guess will win. As it is a 'first past the post' compo, only one entry per person can be allowed.

ARGGGH! I KNEW THAT!

If you're still stuck on last month's posers, here are the answers: Bath/Guscott, SF 49ers - Rice, Chicago Bulls - Jordan, Durham - Botham, Notts Forest - Walker, Williams - Patrese, Fulchester - Fish, Atlanta Braves *and* Atlanta Falcons - Sanders.

Now this month we're looking at numbers. The TV show is called *Beverly Hills* ?????, the starship Enterprise was NCC ????, *Short Circuit*'s robot was number ?, George Lucas' pre-*Star Wars* Sci Fi movie was *THX* ????, Patrick McGhoon was *Prisoner* number ? and *The Hitchhiker's Guide to the Galaxy's* ultimate answer was ??. There are no entries, it's just for fun!

DO THE RIGHT THING!

Please Mister (or Missus) newsagent, kindly reserve my copy of ***Commodore Format*** **each month, starting with the August issue, on sale from Thursday 16 July 1992. Ta very much!**

MY NAME______________________________

MY ADDRESS______________________________

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---

*The atomic weight of Caesium is actually 132.905

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Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

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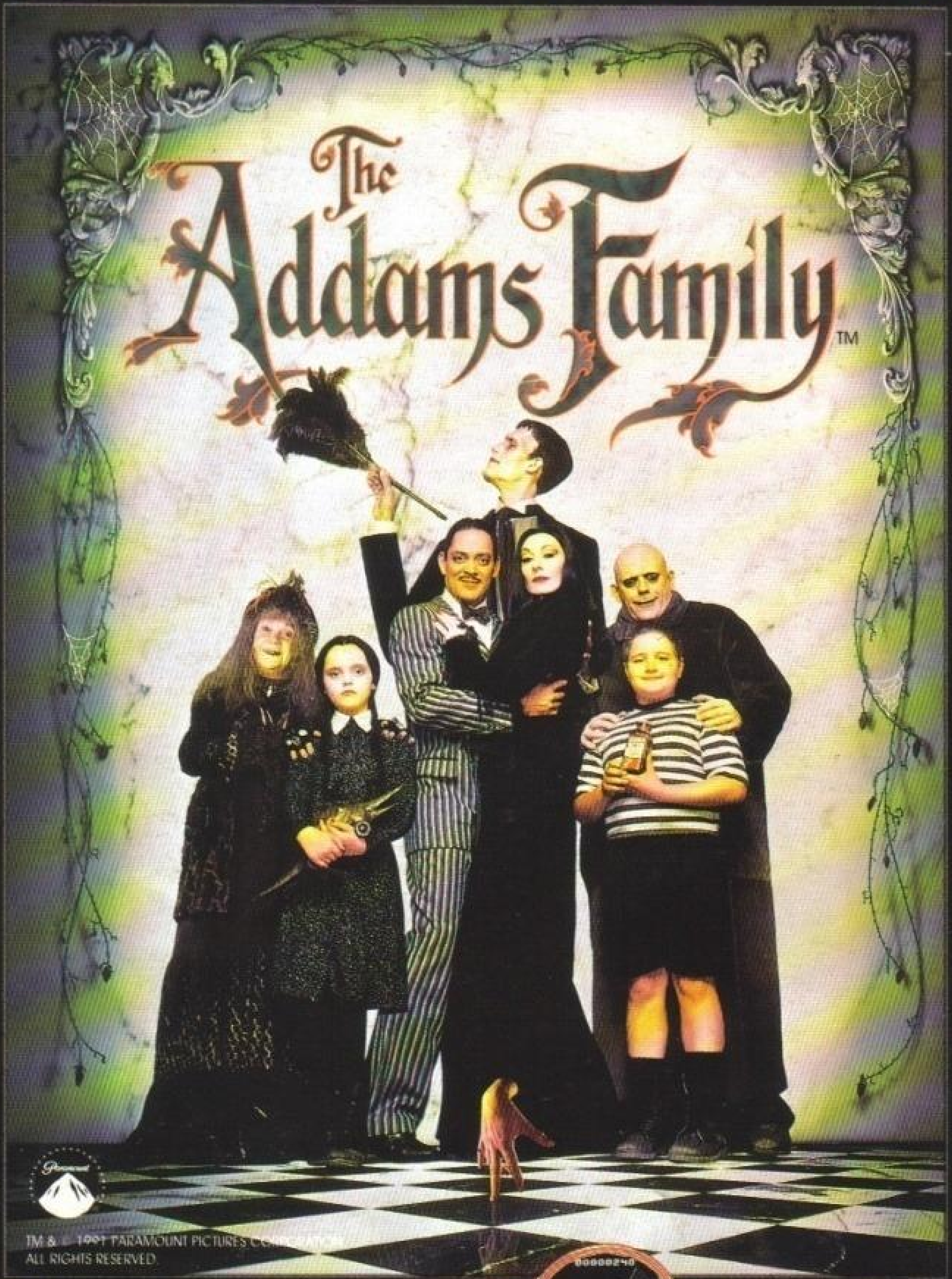
Creepy, Kooky, Ooky, Spooky!



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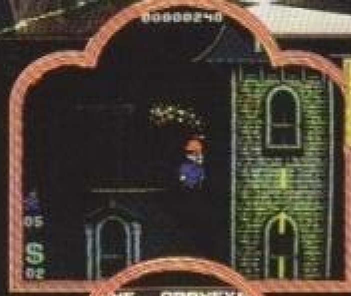
They've got the creepiest house in town!

But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.

They're the Spookiest family around!

But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



They have the Kookiest friends ever!

But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.

They dance a wacky dance!

And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

Haunt like a good family shoul

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